PROFESSIONAL

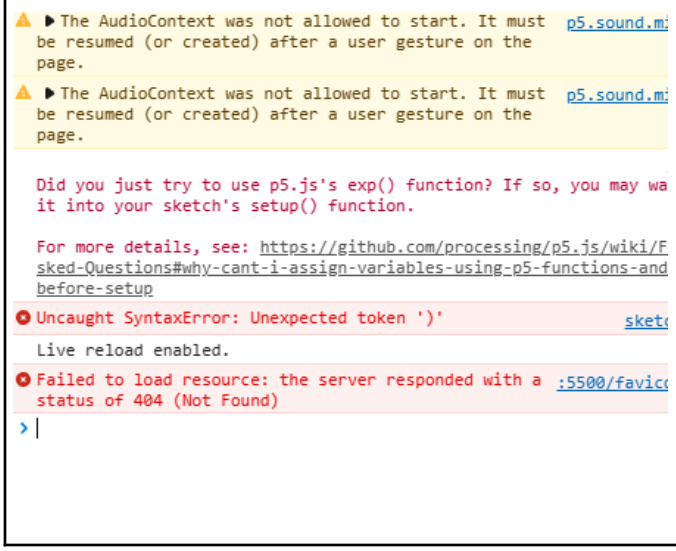
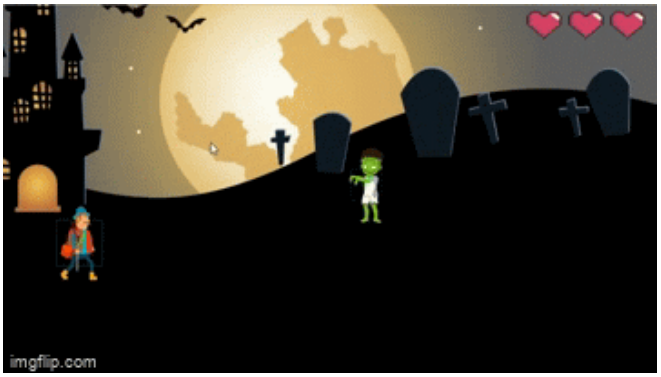
SHOOT THE ZOMBIE III

INSTRUCTIONS:

Goal of the Project:

In Class 52, we are going to implement the concept learned previously, to solve the missed code from the shoot the zombie, We will also learn to add new functionality to the game.

Story:
Mark designed a video game for Zombie killers. He decided to add more complexity to the game by adding life to the player and whenever the zombie touches the player, the life of the player reduces by 1 and reaches the End state if the life is 0. Can you help mark to identify the missing code?

Project Template Output	Project Expected Output
	

***This is just for your reference. We expect you to apply your own creativity to the project.**

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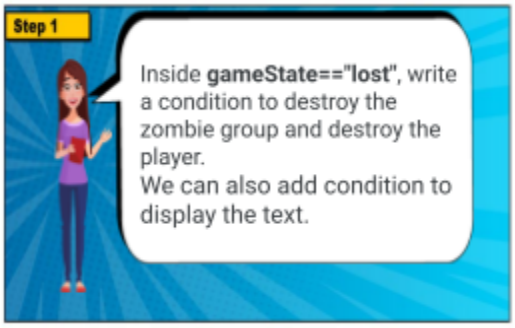
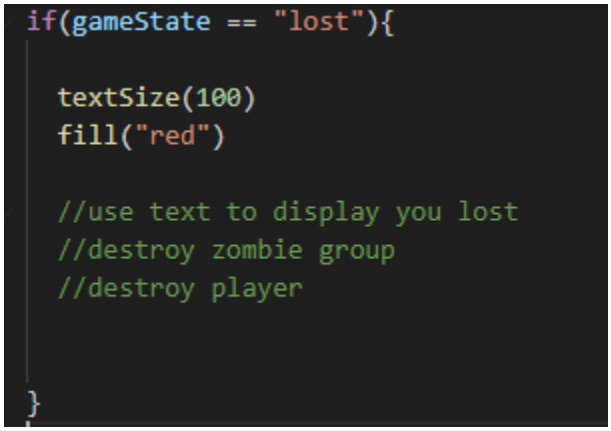
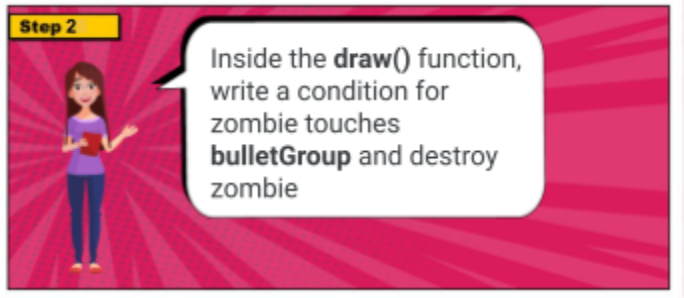
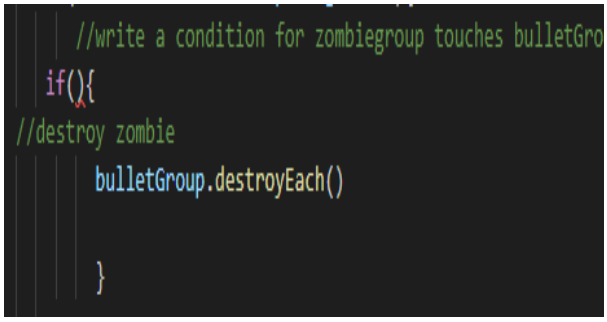
Getting Started:

1. Download the code from the link.
2. Unzip the folder.
3. Rename it as **Project 52**.
4. Import this folder into **VS Code**.
5. Start editing your code in the **sketch.js** file.

Specific Tasks to complete the Project:

The following table highlights the missing code in the Project template. Follow the instructions for each task and complete the code by adding the missing instructions.

Things to do	Code blocks
	
	

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```
if(zombieGroup.isTouching(player)){

 for(var i=0;i<zombieGroup.length;i++){

  if(zombieGroup[i].isTouching(player)){
        zombieGroup[i].destroy()
//Decrease the life
        }
```

REMEMBER... Try your best, that's more important than being correct.
After submitting your project, the teacher will give you feedback on your project work.

———— xxx ———— xxx ———— xxx ———— xxx ———— xxx ————