var bg, bgImg

var bottomGround

var topGround

var balloon, balloonImg

var obstacleTop, obsTop1, obsTop2

var obstacleBottom, obsBottom1, obsBottom2, obsBottom3

//game states

var PLAY = 1;

var END = 0;

var gameState = PLAY;

function preload(){

bgImg = loadImage("assets/bg.png")

balloonImg = loadAnimation("assets/balloon1.png","assets/balloon2.png","assets/balloon3.png")

obsTop1 = loadImage("assets/obsTop1.png")

obsTop2 = loadImage("assets/obsTop2.png")

obsBottom1 = loadImage("assets/obsBottom1.png")

obsBottom2 = loadImage("assets/obsBottom2.png")

obsBottom3 = loadImage("assets/obsBottom3.png")

}

function setup(){

createCanvas(400,400)

//background image

bg = createSprite(165,485,1,1);

bg.addImage(bgImg);

bg.scale = 1.3

//creating top and bottom grounds

bottomGround = createSprite(200,390,800,20);

bottomGround.visible = false;

topGround = createSprite(200,10,800,20);

topGround.visible = false;

//creating balloon

balloon = createSprite(100,200,20,50);

balloon.addAnimation("balloon",balloonImg);

balloon.scale = 0.2;

balloon.debug = true;

//initialising groups

topObstaclesGroup = new Group();

bottomObstaclesGroup = new Group();

barGroup = new Group();

}

function draw() {

background("black");

if(gameState === PLAY){

//making the hot air balloon jump

if(keyDown("space")) {

balloon.velocityY = -6 ;

}

//adding gravity

balloon.velocityY = balloon.velocityY + 2;

Bar();

//spawning top and bottom obstacles

spawnObstaclesTop();

spawnObstaclesBottom();

//condition for END state

if(topObstaclesGroup.isTouching(balloon) || balloon.isTouching(topGround)

|| balloon.isTouching(bottomGround) || bottomObstaclesGroup.isTouching(balloon)){

gameState = END;

}

}

if(gameState === END)

{

balloon.velocityX = 0;

balloon.velocityY = 0;

topObstaclesGroup.setVelocityXEach(0);

bottomObstaclesGroup.setVelocityXEach(0);

barGroup.setVelocityXEach(0);

//setting -1 lifetime so that obstacles don't disappear in the END state

topObstaclesGroup.setLifetimeEach(-1);

bottomObstaclesGroup.setLifetimeEach(-1);

balloon.y = 200;

}

}

function spawnObstaclesTop()

{

if(World.frameCount % 60 === 0) {

obstacleTop = createSprite(400,50,40,50);

//obstacleTop.addImage(obsTop1);

obstacleTop.scale = 0.1;

obstacleTop.velocityX = -4;

//random y positions for top obstacles

obstacleTop.y = Math.round(random(10,100));

//generate random top obstacles

var rand = Math.round(random(1,2));

switch(rand) {

case 1: obstacleTop.addImage(obsTop1);

break;

case 2: obstacleTop.addImage(obsTop2);

break;

default: break;

}

//assign lifetime to the variable

obstacleTop.lifetime = 100;

balloon.depth = balloon.depth + 1;

topObstaclesGroup.add(obstacleTop);

}

}

function spawnObstaclesBottom()

{

if(World.frameCount % 60 === 0) {

obstacleBottom = createSprite(400,350,40,50);

obstacleBottom.addImage(obsBottom1);

obstacleBottom.debug=true

obstacleBottom.scale = 0.07;

obstacleBottom.velocityX = -4;

//generate random bottom obstacles

var rand = Math.round(random(1,3));

switch(rand) {

case 1: obstacleBottom.addImage(obsBottom1);

break;

case 2: obstacleBottom.addImage(obsBottom2);

break;

case 3: obstacleBottom.addImage(obsBottom3);

break;

default: break;

}

//assign lifetime to the variable

obstacleBottom.lifetime = 100;

balloon.depth = balloon.depth + 1;

bottomObstaclesGroup.add(obstacleBottom);

}

}

function Bar()

{

if(World.frameCount % 60 === 0)

{

var bar = createSprite(400,200,10,800);

bar.velocityX = -6

bar.velocityX = -6

bar.depth = balloon.depth;

bar.lifetime = 70;

bar.visible = false;

barGroup.add(bar);

}

}

}