PROFESSIONAL

EPIC ARCHERY STAGE 3

WhiteHat Jr
Live Online Coding for Kids

INSTRUCTIONS:

Goal of the Project:

In class 24, you have learned how to create multiple cannonballs when the space key is pressed. In this project, you will apply the same concept to create multiple player arrows.

* This is a continuation of Project 23 & Project 24. Make sure to complete those projects before attempting this one.

Story:

Archery is one of the oldest arts which is still practiced. After reading the information about Archery in a book, your friend Georgie wants to play Archery. To give him a virtual experience, you want to use your coding expertise and physics engine concepts to create an Archery game for him.

Can you create multiple arrows for the player?

Project Template Output

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Project Expected Output

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

Getting Started:

1. Download the code from this link.
2. Unzip the folder.
3. Rename it as **Project 24**.
4. Open this folder **into VS Code**.
5. Start editing your code in **sketch.js**.

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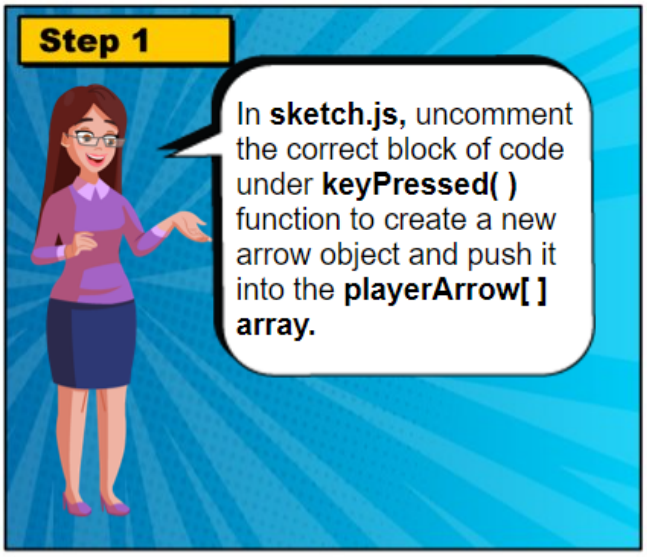
Specific Tasks to complete the Project:

Things to do	Code Blocks

	```// function keyPressed() {
	// if (keyCode === 32) {
	// var posX = playerArcher.body.position.x;
	// var posY = playerArcher.body.position.y;
	// var angle = playerArcher.body.angle;
	// var arrow = new PlayerArrow(posX, posY, 100, 10, angle);
	
	// Matter.Body.setAngle(arrow.body, angle);
	// playerArrows.push(arrow);
	// }
	// }```

```
// function keyPressed() {
//   if (keyCode === 23) {
//     var posX = playerArcher.body.position.x;
//     var posY = playerArcher.body.position.y;
//     var angle = playerArcher.body.angle;
//     var arrow = new PlayerArrow(posX, posY, 100, 10, angle);

//     Matter.Body.setAngle(arrow.body, angle);
//     playerArrows.push(arrow);
//   }
// }
```

```
// function keyPressed() {
//   if (keyCode === 32) {
//     var posX = playerArcher.body.position.x;
//     var posY = playerArcher.body.position.y;
//     var angle = playerArcher.body.angle;
//     var arrow = new PlayerArrow(posX, posY, 100, 10, angle);

//     Matter.Body.setAngle(arrow.body, angle);
//     playerArrows.push(arrow);
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//     var arrow = new PlayerArrow(posX, posY, 100, 10, angle);

//     Matter.Body.setAngle(arrow.body, angle);
//     playerArrows(arrow);
//   }
// }
```

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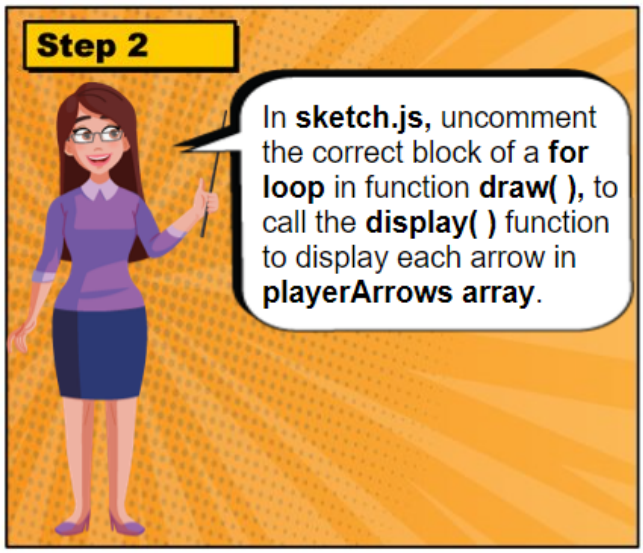


```
// for (var i; i < playerArrows.length; i++) {
//   if (playerArrows[i] !== undefined) {
//     playerArrows[i].display();
//   }
// }
```

```
// for (var i = 0, i++) {
//   if (playerArrows[i] !== undefined) {
//     playerArrows[i].display();
//   }
// }
```

```
// for (var i = 0; i < playerArrows.length; i++) {
//   if (playerArrows[i] !== undefined) {
//     playerArrows[i].display();
//   }
// }
```

```
// for (var i) {
//   if (playerArrows[i] !== undefined) {
//     playerArrows[i].display();
//   }
// }
```

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EPIC ARCHERY STAGE 3

Submitting the Project:

1. Upload your completed project to your own GitHub account.
2. Create a new repository named **Project 24**.
3. **Upload** your project code to this GitHub repository.
4. Submit the published link of the project in the Student Dashboard.

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

——————— **xxx** ——————— **xxx** ——————— **xxx** ——————— **xxx** ——————— **xxx** ———————