PROFESSIONAL

EPIC ARCHERY STAGE 4

WhiteHat Jr
Live Online Coding for Kids

INSTRUCTIONS:

Goal of the Project:

In Class 25, you learned to create the **Boat** class and using this **Boat** class you've created multiple boats. In this project, you'll be using what you learned in the class to create the target board for the archer to shoot.

* This is a continuation of Projects 22, 23, & 24. Make sure to complete that work 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.

Create a target board for the player to shoot the arrow.

Project Template Output

Project Expected Output

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Getting Started:

1. Download the code from this link.
2. Unzip the folder.
3. Rename it as **Project 25**.
4. **Import** this folder **into VS Code**.

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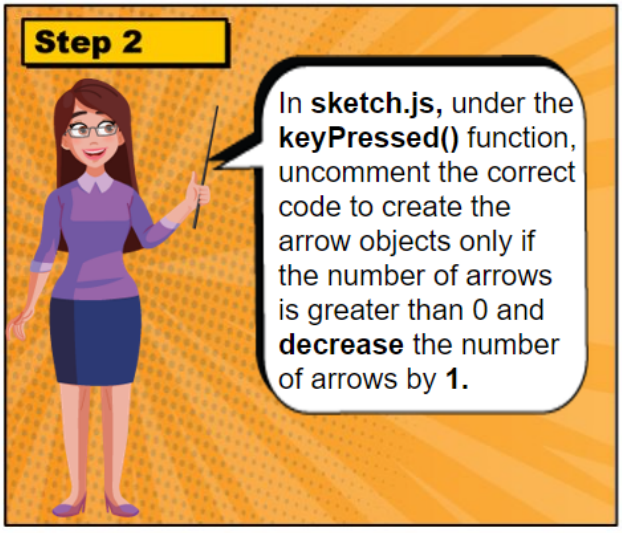
Specific Tasks to complete the Project:

Things to do	Code Blocks
	``` var options = { // isStatic: false // isStatic: true // Static: true // isStatic= true }; ```
	``` /* if (keyCode === 23) { if (numberOfArrows > 0) { 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); numberOfArrows -= 1; } } */ ```
	`` /* if (keyCode === 32) { if (numberOfArrows > 0) { 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); numberOfArrows += 1; } }*/ ```

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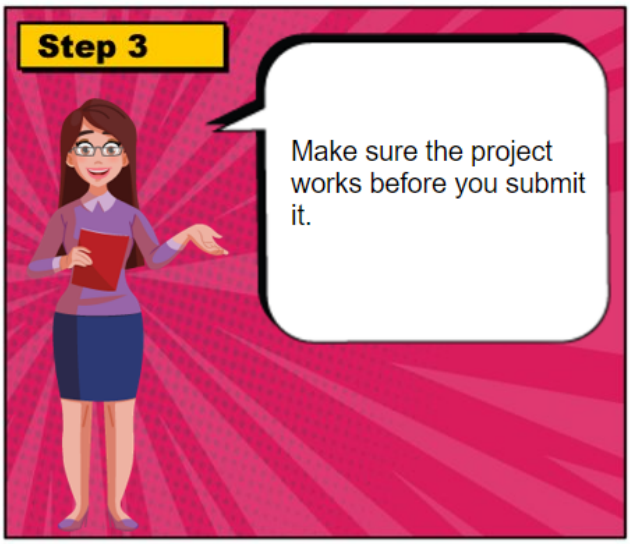
```
/* if (keyCode === 32) {
    if (numberOfArrows > 0) {
      var posX = playerArcher.body.position.x;
      var posY = playerArcher.body.position.y;
      var angle = playerArcher.body.angle;
      var arrow = new PlayerArrow(posX, posY, 100, 10, angle);
      Matter.Body.setAngle(arrow.body, angle);
      playerArrows.push(arrow);
      numberOfArrows -= 1;
    }
} */
```

```
/* if (keyCode === 32) {
    if (numberOfArrows > 0) {
      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);
      numberOfArrows *= 1;
    }
}*/
```



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Submitting the Project:

1. Upload your completed project to your own GitHub account.
2. Create a new repository named **Project 25**.
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** ———————