PROFESSIONAL

EPIC ARCHERY STAGE 6

WhiteHat Jr
Live Online Coding for Kids

INSTRUCTIONS:

Goal of the Project:

In Class 27, you saw how to use animated sprites and create your own animated sprites to make the game more fun and attractive. In this project, you will add a trajectory path for the arrow to make it more fun and attractive.

*This is a continuation of Projects 22, 23, 24, 25 & 26. Make sure to complete those 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.

Add a trajectory path for the arrow to make it more fun and attractive.

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. Use the template from GitHub, available for download on this link.
2. Unzip this folder.
3. Rename the unzipped folder as **Project 27**.
4. Import this folder into **VS Code**.
5. Start editing your code in **PlayerArrow.js**.

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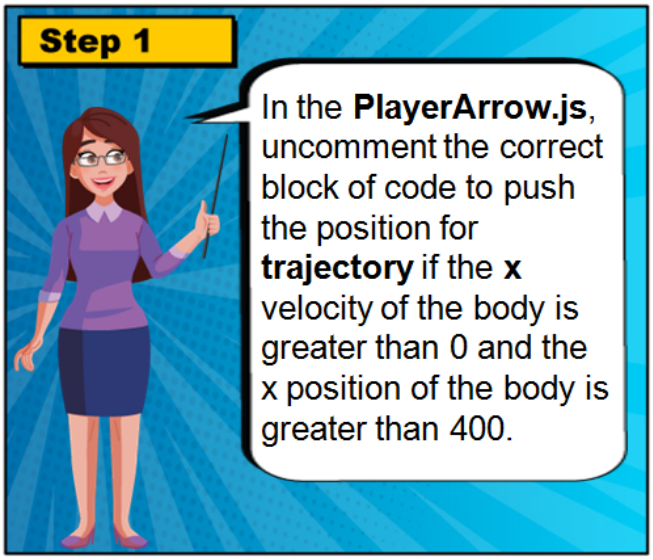
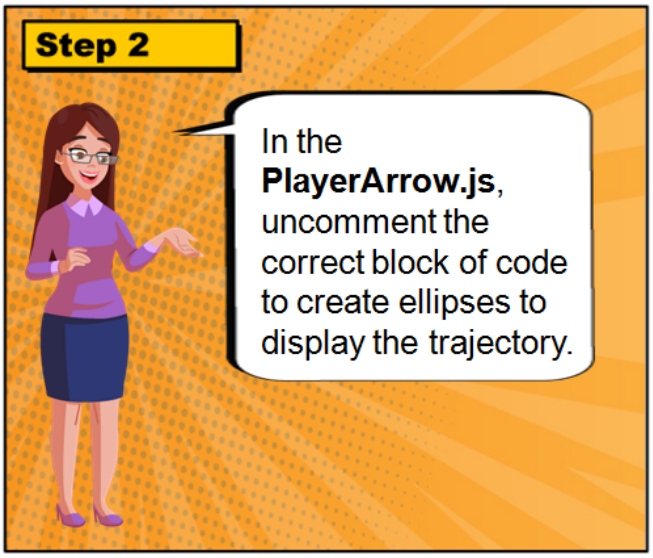
Specific Tasks to complete the Project:

Steps	Code Blocks

	`/*if (this.body.velocity.x > 0 && this.body.position.x > 400) {`
	`  var position = [this.body.position.x, this.body.position.y];`
	`  this.trajectory.push(position);`
	`}*/`
	
	`/*if (this.body.velocity.x > 0 || this.body.position.x > 400) {`
	`  var position = [this.body.position.x, this.body.position.y];`
	`  trajectory.push(position);`
	`}*/`
	
	`/*if (this.body.velocity.x < 0 && this.body.position.x < 400) {`
	`  var position = [this.body.position.x, this.body.position.y];`
	`  this.trajectory(position);`
	`}*/`
	
	`/*if (this.body.velocity.x > 0 this.body.position.x > 400) {`
	`  var position = [this.body.position.x, this.body.position.y];`
	`  this.trajectory.push();`
	`}*/`

	`//ellipse(this.trajectory[0], this.trajectory[1], 5, 5);`
	`//ellipse(trajectory[i][0], trajectory[i][1], 5, 5);`
	`//ellipse(this.trajectory[i][0], this.trajectory[i][1], 5, 5);`
	`//ellipse(this.trajectory(i)(0), this.trajectory(i)(1), 5, 5);`

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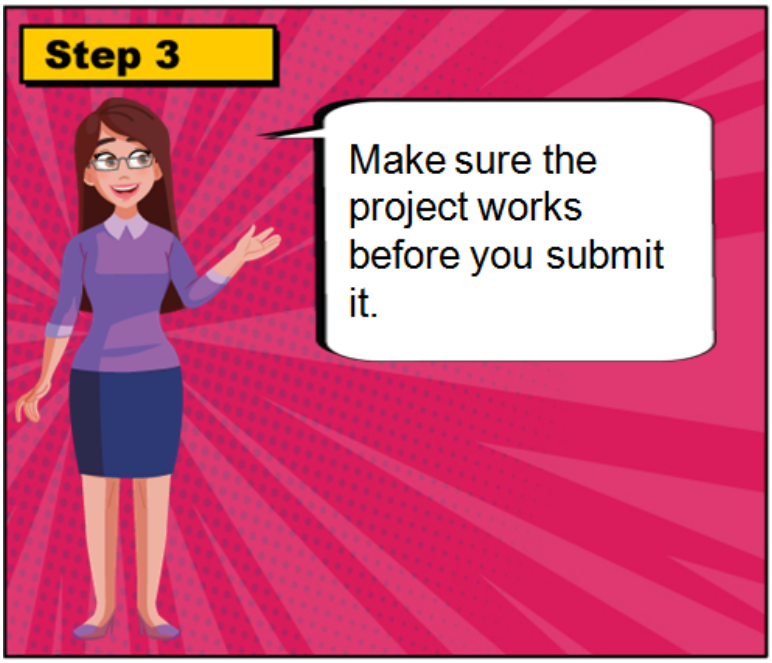

Submitting the Project:

1. Create a new repository named **“Project 27”**.
2. **Upload** your completed project to your **GitHub** account.
3. Copy and paste the link to the **GitHub** repository on the **Student Dashboard > Projects panel** against the correct Class Number.

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** ———————