

INSTRUCTIONS:

Goal of the Project:

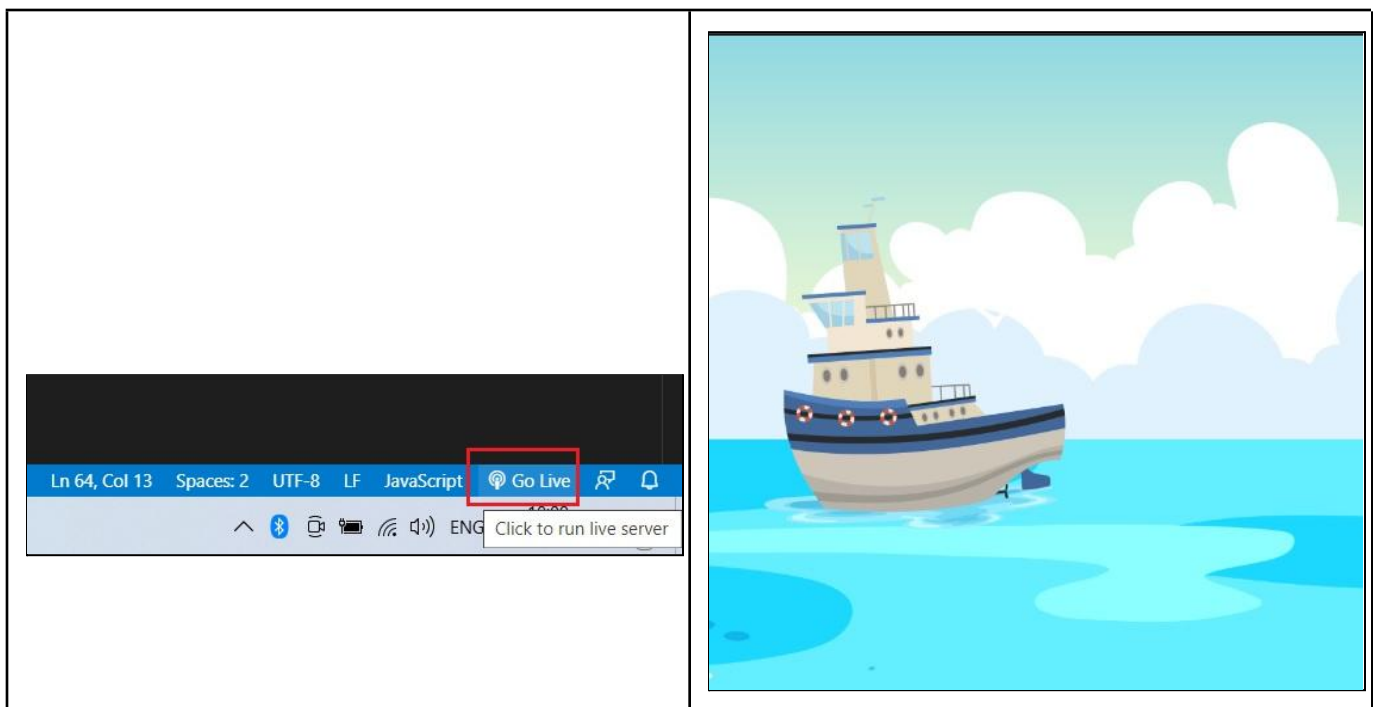
In class 11, you have learned how to add animations/images and scaling them in the game

In this project, you will apply what you have learned in the class to create a background of a sea with a ship in it. The ship will have moving up and down animation.

Story:

Johanna is planning to go on a solo trip. But due to the Covid-19 situation, she was unable to go out. Now she is planning to create a game in which she can travel by ship and enjoy the different views.

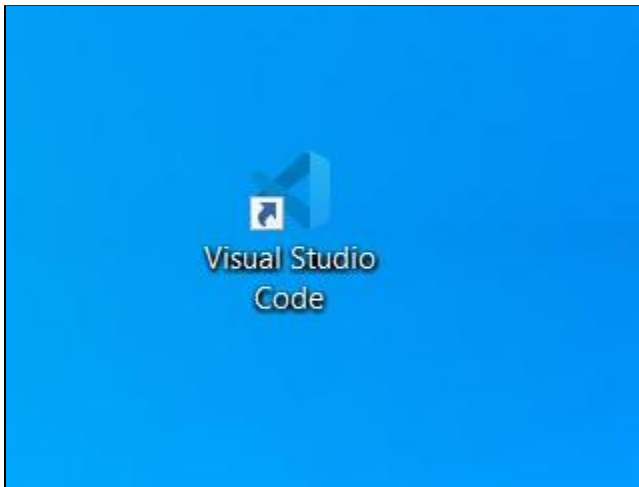
Can you help Johanna design the game? Following is the output of this in action:



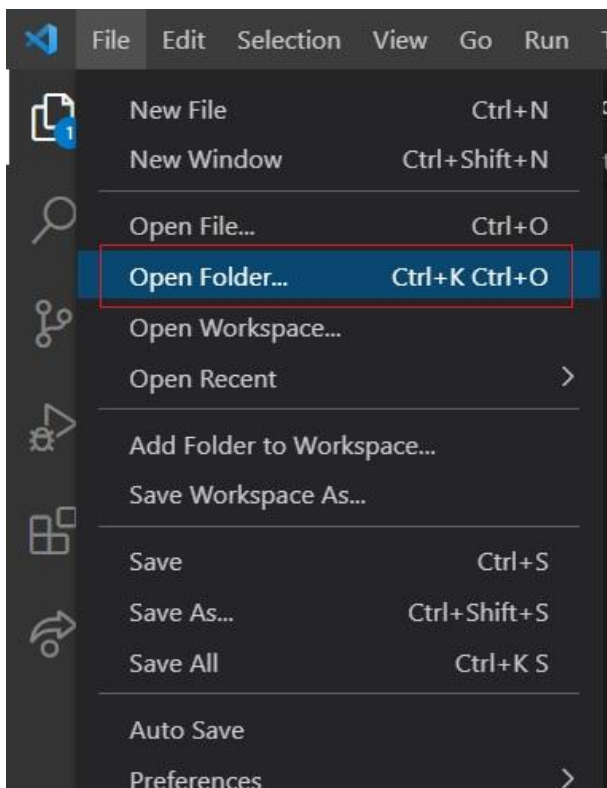
***This is just for your reference. We expect you to apply your own creativity to the project.**

Getting Started:

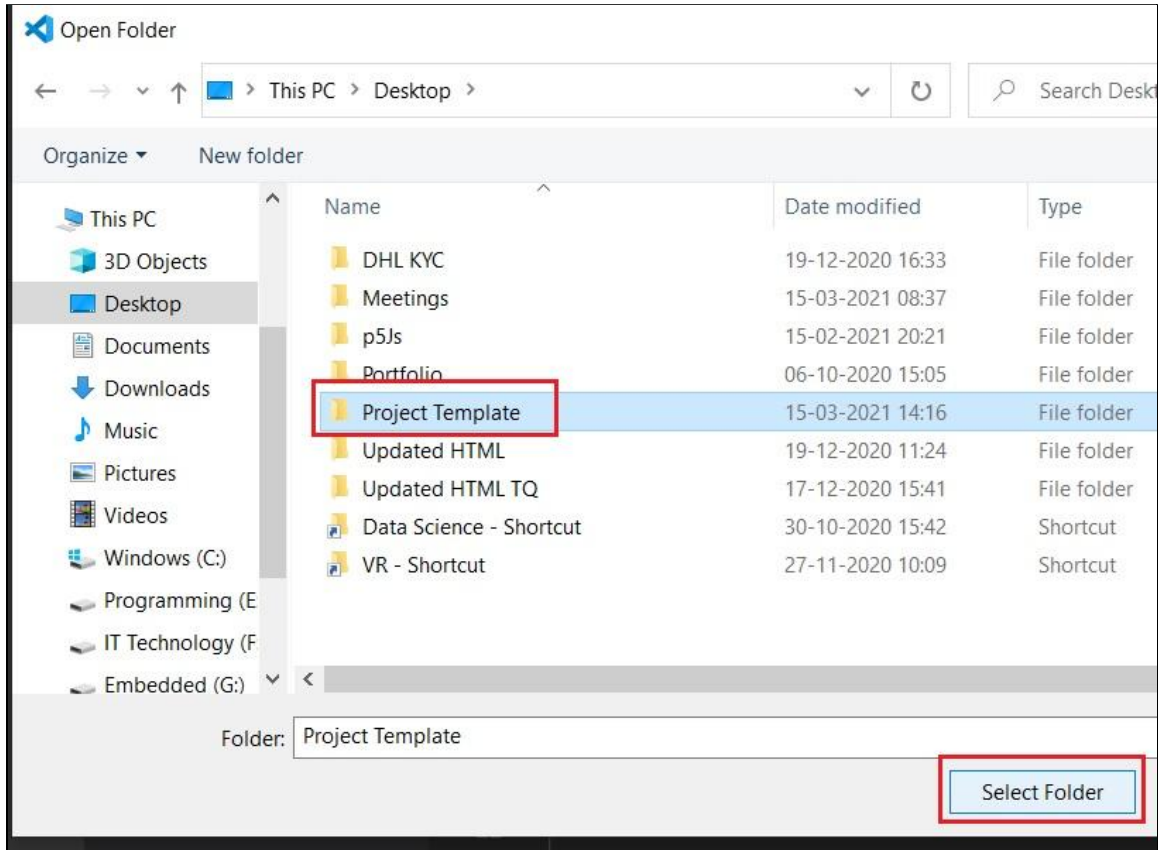
1. Click on the following link: [Project Template](#) and download.
2. Open VS Code editor:



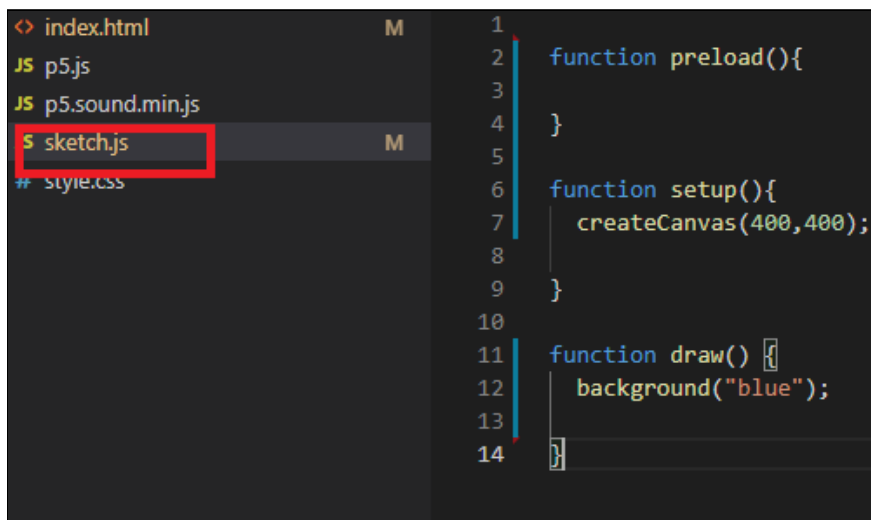
3. Click on **File** and then select **Open Folder...**:




4. Select your **Project Template** folder:



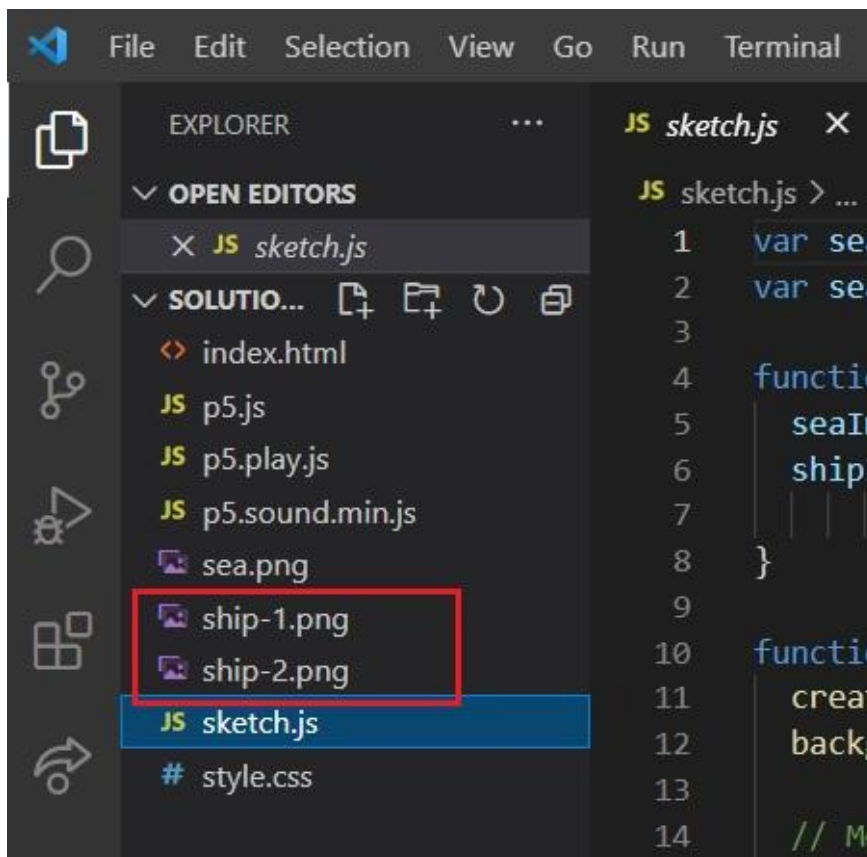
5. Start writing code in the **sketch.js** file:



Specific tasks to achieve the main goal:

1. In **preload()** function:
 - Load animation to move the ship up and down.
 - Load the image of the sea.
2. Create a sprite for the sea and add an image to it such that it looks like the background of an open sea as it was shown in the output.
 - Make it a moving background by giving velocity **X**.
3. Create a sprite for the ship and add ship animation to it.
4. Click on  once to check if it is working.

*Images for the project are already added to the project template for you:



Submitting the Project:

1. Click on **Save** under the **File** menu to save your project or **Command+S** on **Mac** and **Ctrl+S** on **Windows** systems.
2. Save your project and upload it on GitHub.
3. Copy the GitHub link and submit it in the **Student Dashboard Projects** panel against the correct class number.

Hints for the project:

1. Load the animation and image:

```
seaImg = loadImage("sea.png");  
shipImg1 = loadAnimation(//list the names of png files that you want to load);
```

2. Refer to the code given below to add an image in your background which will create the effect of a sea:

```
spriteName.addImage(seaImg);
```

3. Add an **if** condition, based on resetting the background:

```
//code to reset the background  
if(sea.x < 0){  
    sea.x = sea.width/2;  
}
```

***SAVE** all the changes made to the project and **SUBMIT** the shareable link in the **Student Dashboard Projects** panel against the correct class number.

REMEMBER... People learn by reading, observing, and trying again. Keep learning!!!

After submitting your project your teacher will send you feedback on your work.

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PROFESSIONAL

TRAVELLING IN SHIP

