% create figure

fig1 = figure(1);

ax = axes(fig1);

xlabel('Academy Raft Wars')

%axis([0 9000 0 5000])

ax.XLim = [0 9000];

ax.YLim = [0 5000];

grid off

raft{1} = 'raft1.png';

raft{2} = 'raft2.png';

raft{3} = 'raft3.png';

raft{4} = 'raft4.png';

raft{5} = 'raft5.png';

raft{6} = 'raft6.png';

raft{7} = 'raft7.png';

raft{8} = 'raft8.png';

raft{9} = 'raft9.png';

raft{10} = 'raft10.png';

raft{11} = 'raft11.png';

raft{12} = 'raft12.png';

raft{13} = 'raft13.png';

raft{14} = 'raft14.png';

raft{15} = 'raft15.png';

figure(2)

I=imread('beach2.jpeg');

hbg = imshow(I);

min\_x = 0;

max\_x = 9000;

min\_y = 0;

max\_y = 5000;

hbg.XData = [min\_x,max\_x];

hbg.YData = [max\_y,min\_y];

hbg.Parent = ax;

close(2)

enemy{1} = 'enemy1.png';

enemy{2} = 'enemy2.png';

enemy{3} = 'enemy3.png';

enemy{4} = 'enemy4.png';

enemy{5} = 'enemy5.png';

enemy{6} = 'enemy6.png';

enemy{7} = 'enemy7.png';

enemy{8} = 'enemy8.png';

enemy{9} = 'enemy9.png';

enemy{10} = 'enemy10.png';

enemy{11} = 'enemy11.png';

enemy{12} = 'enemy12.png';

enemy{13} = 'enemy13.png';

enemy{14} = 'enemy14.png';

enemy{15} = 'enemy15.png';

for i = 1:15

fig2 = figure(2);

x = imread(['drive-download-20171121T150351Z-001/',raft{i}]);

h= image(x);

h.Parent = ax;

set(h, 'XData', [0, 800])

set(h, 'YData', [1000, 0])

close(fig2)

pause(0.00001);

for a = 1:15

fig3 = figure(3);

x = imread(['drive-download-20171121T154400Z-001/',enemy{a}]);

h2= image(x);

h2.Parent = ax;

set(h2, 'XData', [9000, 8200])

set(h2, 'YData', [1000, 0])

close(fig3)

pause(0.00001);

end

end

% compute a trajectory according to physics

t = 0:0.01:1000;

vx = 200; vy0=vx;

x = vx\*t;

y = 1/2\*(-9.81)\*t.^2+vy0\*t+0;

% prepare plot

CannonBall = figure(5); % opens new plot window

h3 = plot(x(1),y(1400),'ko'); % initially draws the cannonball

h3.Parent = ax;

set(h3,'MarkerSize',20); % set the cannonball size and color

set(h3,'MarkerFaceColor','y')

set(h3,'XData',x(i),'YData',y(i));

close(CannonBall);

% loop to animate

for i=1:length(t)

% at each step, move the cannonball to the right place

set(h3,'XData',x(i),'YData',y(i));

pause(0.0001);

end

% for rock = rocks

% if (isCollision(ship,rock))

% disp('Hit!');

% text(0, 100, 'Hit by rock!!');

% done = 1; % game over

% break;

% end

% end