fig1 = figure(1);  
ax = axes(fig1);  
xlabel('Academy Raft Wars')  
axis([0 9000 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';  
  
  
for i = 1:15  
 GoodGuy = figure(2);  
 x = imread([raft{i}]);  
 h= image(x);  
 h.Parent = ax;  
 set(h, 'XData', [0, 1000]);  
 set(h, 'YData', [1000, 0]);  
 close(GoodGuy);  
 pause(.1);  
end  
  
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';

Cannot set property to a deleted object  
  
Error in RaftWars (line 30)  
 h.Parent = ax;

for a = 1:15  
 BadGuy = figure(3);  
 x = imread([enemy{a}]);  
 h2= image(x);  
 h2.Parent = ax;  
 set(h2, 'XData', [9000, 8000])  
 set(h2, 'YData', [1000, 0])  
 close(BadGuy);  
 pause(.1);  
end  
  
%projectile  
  
% compute a trajectory according to physics  
t = 0:0.01:100;  
vx = 90; 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(1),'ko'); % initially draws the cannonball  
h3.Parent = ax  
set(h3,'MarkerSize',20); % set the cannonball size and color  
set(h3,'MarkerFaceColor','k')  
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(0.01);  
end