

## INSTRUCTIONS:


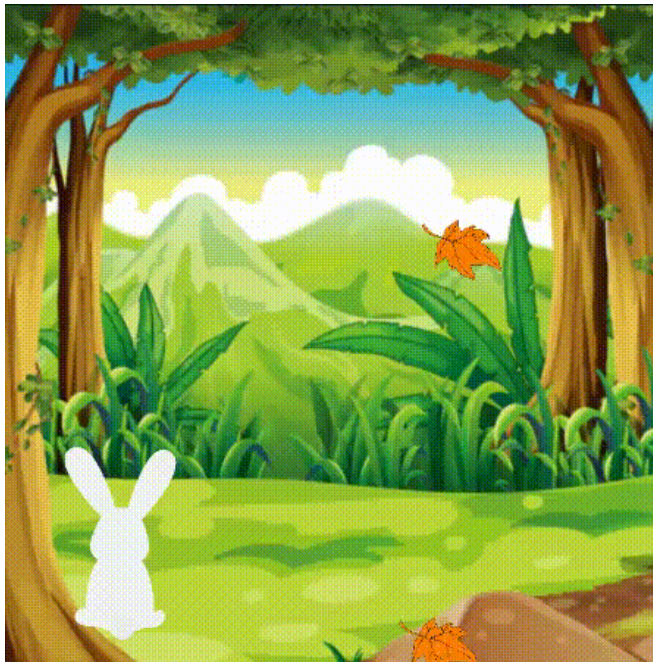
### Goal of the Project:

In Class 12, we have learned to use random numbers to generate clouds at random positions. We also learned about frame count to introduce a delay in the appearance of the clouds.

In this project, you will apply what you have learned in the class by spawning apples and leaves at random positions and moving the rabbit sprite using your mouse.

### Story:

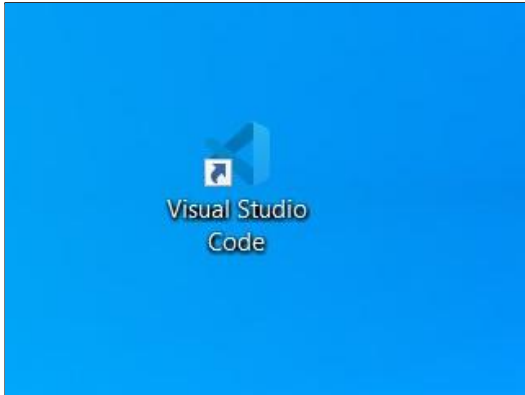
Shailey loves rabbits. She wants to create a game in which a rabbit can eat different leaves and carrots. We have already helped Shailey create the game's design with a moving background and a rabbit. Now she wants to make the game a bit challenging. She wants to spawn apples at random positions. Are you up for the challenge?

Project Template Output	Project Expected Output
	

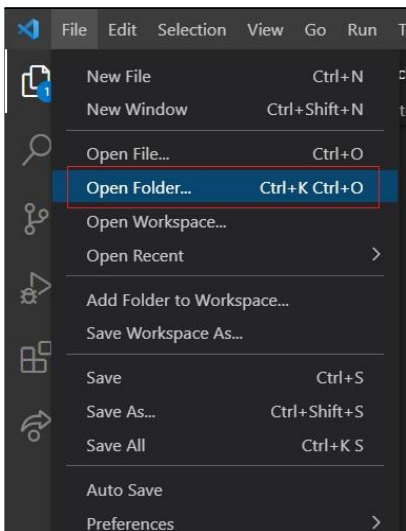
**\*This is just for your reference. We expect you to apply your own creativity in the project.**

### Getting Started:

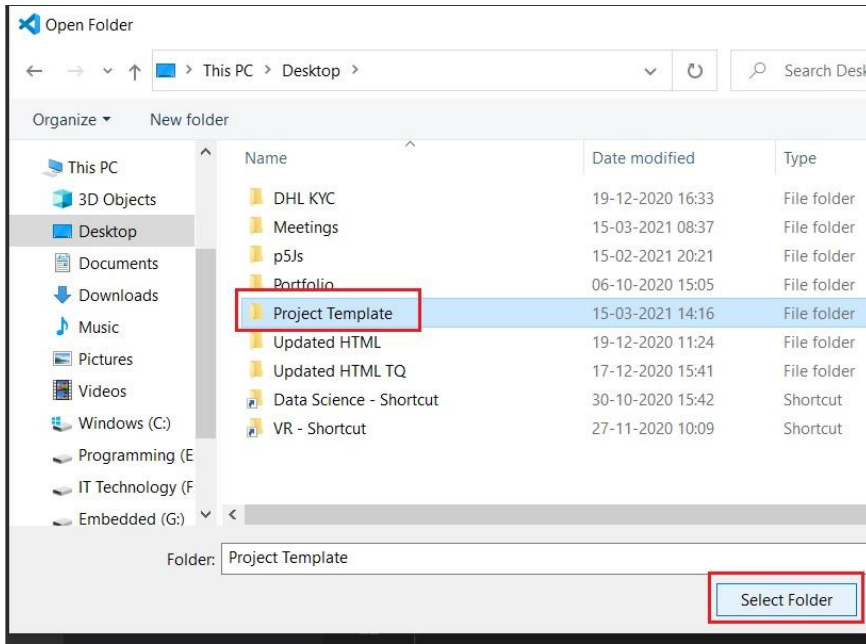
1. Click on this project [template](#).
2. Download the zipped folder.
3. UnZip the folder and save as **Project 12**.
4. Open **VS code** editor.



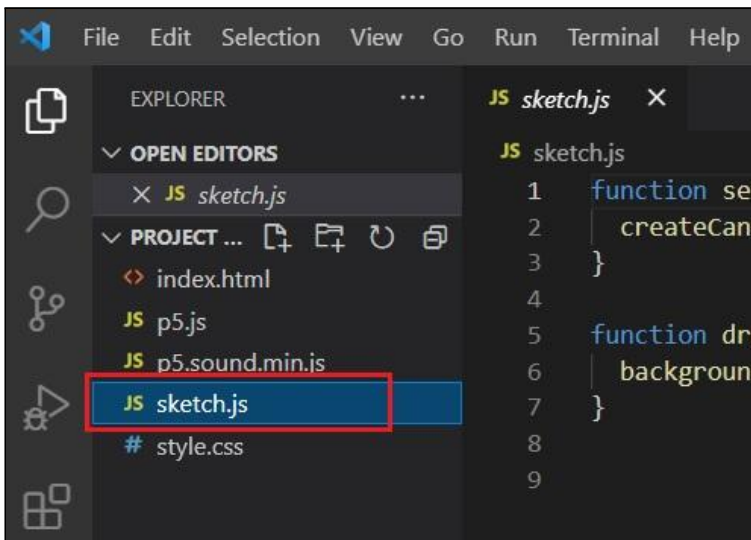
5. Click on “**File**”.
6. Click on “**Open Folder**”.



7. Select your Project Template folder/Project 12.





8. Start writing code in the **sketch.js** file.



9. Click on “**Save**” under the **File** menu to save your project or **Command+s** on Mac and **CTRL+s** on Windows systems.

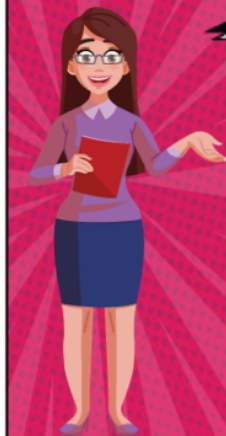
## Specific tasks to Perform:

Things to do	Expected Output / Code Block
<div data-bbox="162 472 381 535">Step 1</div>  <p data-bbox="389 556 787 1018">In <b>sketch.js</b>, uncomment the correct block of code to generate <b>random numbers</b> between 1 and 3.</p>	<pre data-bbox="828 619 1477 871"> // var select_sprites = Math(random(1,3)); // var select_sprites = Math.random(random(1,3)); // var select_sprites = Math.round(1,3); // var select_sprites = Math.round(random(1,3)); </pre>
<div data-bbox="162 1081 381 1144">Step 2</div>  <p data-bbox="389 1165 787 1627">In <b>sketch.js</b>, uncomment the correct block of code to call the functions, <b>create Apple( )</b>, <b>create Red( )</b> and <b>create Orange( )</b> after 80 frames.</p>	<pre data-bbox="828 1081 1477 1459"> // if (frameCount % 50 == 0) { //   if (select_sprites == 1) { //     createApples(); //   } else if (select_sprites == 2) { //     createOrange(); //   } else { //     createRed(); //   } // } // } </pre> <pre data-bbox="828 1480 1477 1774"> // if (frameCount % 80 == 0) { //   if (select_sprites == 1) { //     createApples(); //   } else if (select_sprites == 2) { //     createOrange(); //   } // } // } </pre>



```
// if (frameCount / 80 == 0) {  
//   if (select_sprites == 1) {  
//     createApples();  
//   } else if (select_sprites == 2) {  
//     createOrange();  
//   } else {  
//     createRed();  
//   }  
// }
```

```
// if (frameCount % 80 == 0) {  
//   if (select_sprites == 1) {  
//     createApples();  
//   } else if (select_sprites == 2) {  
//     createOrange();  
//   } else {  
//     createRed();  
//   }  
// }
```

**Step 3**

Make sure the project works before you submit it.

PROFESSIONAL

FEED THE RABBIT



### Submitting the Project:

1. **Upload** your completed project to your **GitHub** account.
2. Enable **GitHub** pages for the repository.
3. Copy and paste the link to the **GitHub** pages 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** \_\_\_\_\_