var trex, trex\_running, trex\_collided;

var ground, invisibleGround, groundImage;

var cloudimage,obastacle1,obastacles2,obastacles3,obastacles4,obastacles5,obastacles6;

var cloudsgroup,obastaclesgroup;

function preload(){

trex\_running = loadAnimation("trex1.png","trex3.png","trex4.png");

trex\_collided = loadImage("trex\_collided.png");

cloudimage=loadImage("cloud.png");

obastacle1=loadImage("obstacle1.png");

obastacle2=loadImage("obstacle2.png");

obastacle3=loadImage("obstacle3.png");

obastacle4=loadImage("obstacle4.png");

obastacle5=loadImage("obstacle5.png");

obastacle6=loadImage("obstacle6.png");

groundImage = loadImage("ground2.png")

}

function setup() {

createCanvas(600, 200);

trex = createSprite(50,180,20,50);

trex.addAnimation("running", trex\_running);

trex.scale = 0.5;

ground = createSprite(200,180,400,20);

ground.addImage("ground",groundImage);

ground.x = ground.width /2;

ground.velocityX = -2;

invisibleGround = createSprite(200,190,400,10);

invisibleGround.visible = false;

cloudsgroup=new Group();

obastaclesgroup=new Group();

}

function draw() {

background(0);

if(keyDown("space")) {

trex.velocityY = -10;

}

trex.velocityY = trex.velocityY + 0.8

if (ground.x < 0){

ground.x = ground.width/2;

}

spawnClouds() ;

spawnObstacles();

trex.collide(invisibleGround);

drawSprites();

}

function spawnClouds() {

//write code here to spawn the clouds

if (frameCount % 60 === 0) {

var cloud = createSprite(600,120,40,10);

cloud.y = Math.round(random(80,120));

cloud.addImage(cloudimage);

cloud.scale = 0.5;

cloud.velocityX = -3;

//assign lifetime to the variable

cloud.lifetime = 180;

cloudsgroup.add(cloud);

//adjust the depth

cloud.depth = trex.depth;

trex.depth = trex.depth + 1;

}

}

function spawnObstacles() {

if(frameCount % 60 === 0) {

var obstacle = createSprite(600,165,10,40);

obstacle.velocityX = -6;

//generate random obstacles

var rand = Math.round( random(1,6));

switch(rand){

case 1: obstacle.addImage( obastacle1);

break;

case 2: obstacle.addImage( obastacle2);

break;

case 3: obstacle.addImage( obastacle3);

break;

case 4: obstacle.addImage( obastacle4);

break;

case 5: obstacle.addImage( obastacle5);

break;

case 6: obstacle.addImage( obastacle6);

break;

default:

break;

}

//assign scale and lifetime to the obstacle

obstacle.scale = 0.5;

obstacle.lifetime = 140;

obastaclesgroup.add(obstacle);

}

}