PROFESSIONAL

ROCKETS: READY TO LAUNCH

WhiteHat Jr
Live Online Coding for Kids

INSTRUCTIONS:

Goal of the Project:

In Class 1, you learned about the concept of variables and objects. You learned how to create sprite objects, alter their properties, and set an animation to the sprite. You will write code to create a rocket lift-off animation.

In this project, you will have to practice and apply what you have learned in the class and create a scene of rockets ready to launch.

Story:

Daisy loves to read about Rockets and Space, where her father helps her with astronomical events and rocket launches. Daisy has just embarked on a coding learning journey, and she is eager to try her hand at creating a rocket sprite and show it to her father.

Help Daisy build such a scene where two rockets are getting ready to fly into the sky and vanish into space.

Project Image

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

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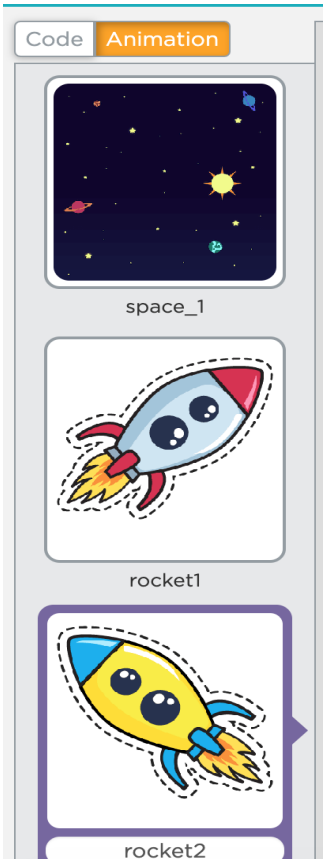
Getting Started:

1. Login to **code.org**.
2. Click on the following link: Project Template
3. Click on **"View Code"**. You will see **//comments** in green for your help.
4. Click on **"Remix".**
5. Rename the project to **Project 1** and click on **Save**.

Specific Tasks to complete the Project:

1. Click the **Animation** tab (find it above canvas screen near 'Code')

2. Find all the animations needed for the project already added. You will need animation for the scene and rocket.



Note: You will find the 'scene' sprite object already created in the template for your reference.

3. Create a sprite for '**rocket1**' and place it at the bottom-left corner of the canvas screen. *(Hint below)*
    - Set sprite animation to **rocket1**. (Check the **Animation** tab)
    - If the **rocket1** is quite big for the screen, set the scale to make it an appropriate size. (Try values between **0.2** and **0.3**)

4. Create a sprite for **'rocket2'** and place it at the bottom-right corner of the canvas screen.
    - Set sprite animation to **rocket2**.
    - Set scale as same as **rocket1**

5. Go to the ***draw()*** function and write an instruction to draw the sprites to see all rockets and scene sprites on the canvas.

6. Click "**Run**" to check if the code is working.

7. Optional: you can try giving velocityX and velocityY to these rocket sprites.

    Hint: *rocket1.velocityX = 2;*
    rocket1.velocityY = -2;

Submitting the Project:

1. **SAVE** all the changes made to the project.
2. Click "**Run**" to check if it is working.
3. Click the "**SHARE**" button to generate a shareable link.
4. Copy this link and submit it on the **Student Dashboard > Projects** panel against the correct Class Number.

Hints:

The **rocket1** can be created as shown below:

```
var rocket1 = createSprite(50,350);
rocket1.setAnimation("rocket1");
rocket1.scale = 0.25;
```

REMEMBER... Try your best, that's more important than being correct.
After submitting your project, the teacher will give you feedback on your project work.

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