## INSTRUCTIONS:

_____

Goal of the Project:

In Class 18, you learned how to make your Trex Runner game compatible across devices by changing the window size and object dimensions to publish your app on Play Store.

In this project, you will revise the concepts by making the **Collecting Treasure** game device compatible, which you created for Project 15.

Story:

You shared the game created by you, "Collecting Treasure", with your friends to play. But when they try to play it on mobile, half the game is not visible. They have given you feedback to make changes in the game to fit into all the screens.
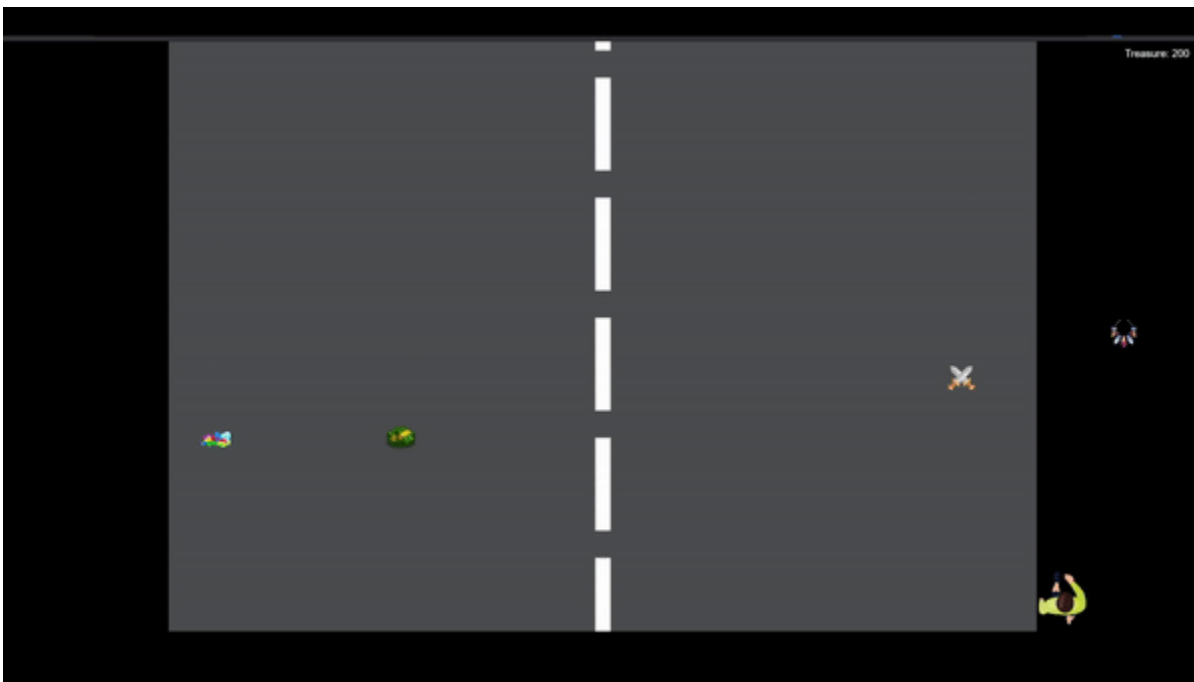
*This is just for your reference. We expect you to apply your own creativity in the project.

Getting Started:

1. Click on the following link: [Project Template](#).
2. Download the zipped folder.
3. Unzip the folder and save as Project18.
4. Open VS code editor.
5. Click on "File".
6. Click on "Open Folder".
7. Select your Project Template folder.
8. Click on "sketch.js.

Specific tasks to complete the project :

1. Adjust the window sizes to suit the device in which the game is played.(See Hint 1.)
2. Adjust the path and player positions on the screen based on the dynamic environment. (See Hint 2.)
3. Modify the infinite background condition based on the current height of the device. (See Hint 3.)
4. Modify the positions of cash, diamonds and jewellery to make them spawn throughout the available screen size.
    For example: modify the random position of cash.

```
var cash = createSprite(Math.round(random(50, width-50),40, 10, 10));
```

5. Adjust the positions of the swords to make them spawn throughout the available screen size.
6. Adjust the positions of the end image.
7. Adjust the score to suit the current screen size.
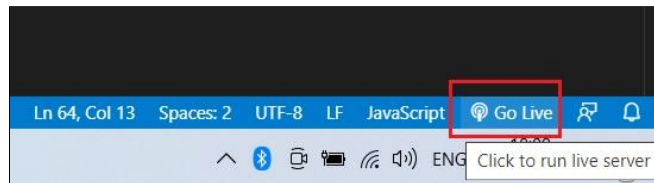
*Refer to the images given above for reference.

Submitting the Project:

1. Click on "**Save**" under the **File menu** to save your project or **Command+s on Mac** and **CTRL+s on windows** systems.
2. Save your project and upload it on Github.
3. Copy the GitHub link and submit it in the Student Dashboard Projects panel against the correct class number.

Hints:

1. Add code to adjust the game window sizes based on the current device.

```
createCanvas(windowWidth,windowHeight);
```

2. Adjust the path and player positions based on the current device sizes.

```
// Moving background
path=createSprite(width/2,200);
path.addImage(pathImg);
path.velocityY = 4;

//creating boy running
boy = createSprite(width/2,height-20,20,20);
boy.addAnimation("SahilRunning",boyImg);
boy.scale=0.08;
```

3. Code to modify the infinite background condition based on the current height of the device.

```
//code to reset the background
if(path.y > height ){
  path.y = height/2;
}
```

REMEMBER... If you struggle, you develop - never stop for any reason!!!
After submitting your project your teacher will send you feedback on your work.

———————— **xxx** ———————— **xxx** ———————— **xxx** ———————— **xxx** ———————— **xxx** ————————