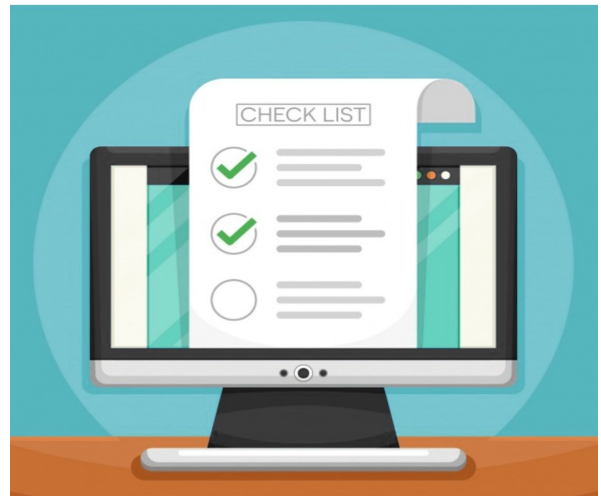


App Publishing and Next Game



What we did:

- Markdown syntax to start making notes in the form of a learning journal
- Builds a dinosaur with the jump and run animations

How we did it:

Step 1: Install Typora from typora.io



Step 2: Add header**Headers**

Headers use 1-6 hash (#) characters at the start of the line, corresponding to header levels 1-6. For example:

```
# This is an H1  
## This is an H2  
##### This is an H6
```

Step 3:

Add sub-headings for Day 0 to Day 7

Notes: Pong Game

```
##### Day 0  
##### Day 1  
##### Day 2  
##### Day 3  
##### Day 4  
##### Day 5  
##### Day 6  
##### Day 7
```

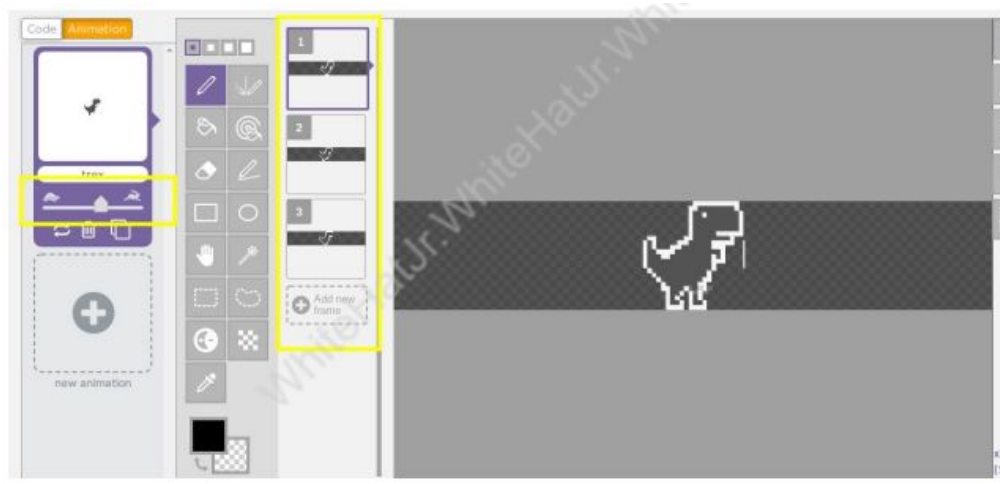


Step 4: Publish as a blog



The T-Rex game

Step 1: Under the animation tab, choose the picture of the T-Rex dinosaur as different frames. You can set the speed of the frames by adjusting the speed.



Step 2: Create a sprite somewhere near the ground and name it.

```
1 var trex = createSprite(200,380,20,50);  
2  
3 function draw() {  
4   drawSprites();  
5 }  
6
```



Step 3: Set the animation for the T-Rex sprite with `sprite.setAnimation()`

```
1 var trex = createSprite(200, 350, 20, 50);  
2 trex.setAnimation("trex");  
3  
4 function draw() {  
5   drawSprites();  
6 }  
7
```

Give a velocity of -10 to the T-Rex in the vertical direction when the spacebar key is pressed

```
1 var trex = createSprite(200,350,20,50);
2 trex.setAnimation("trex");
3
4 function draw() {
5   background("white");
6
7   if (keyDown("space")){
8     trex.velocityY = -10
9   }
10
11   drawSprites();
12 }
13
```

Add gravity

```
1 var trex = createSprite(200,380,20,50);
2 trex.setAnimation("trex");
3 function draw() {
4   background("white");
5
6   if(keyDown("space")){
7     trex.velocityY = -10 ;
8   }
9
10   trex.velocityY = trex.velocityY + 0.5;
11
12   drawSprites();
13 }
14
```

Create the edges and make the T-rex collide with the bottom edge so it does not fall off the ground

```
1 var trex = createSprite(200, 350, 20, 50);
2 trex.setAnimation("trex");
3
4 function draw() {
5   background("white");
6
7   if (keyDown("space")){
8     trex.velocityY = -10;
9   }
10
11   trex.velocityY = trex.velocityY + 0.5;
12
13   createEdgeSprites();
14   trex.collide(bottomEdge);
15
16   drawSprites();
17 }
```

What's next? :

Continue working on the TRex game. Create an infinitely scrolling ground for the Trex.