

INSTRUCTIONS:

Goal of the Project:

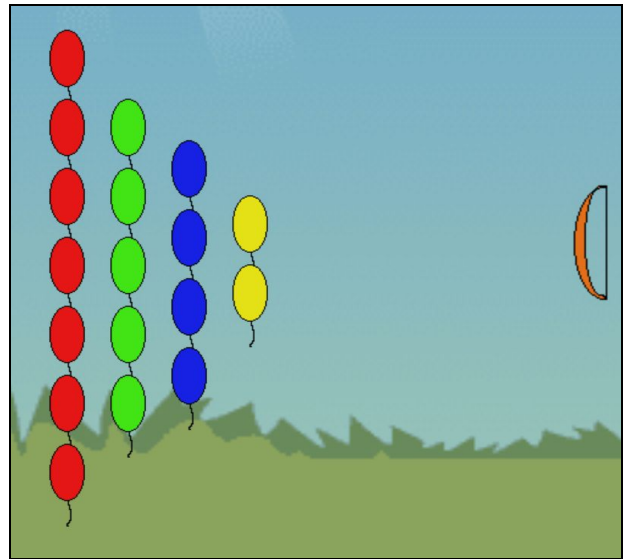
In Class 9 you have learned how to scale the images in the game and how to create an infinitely scrolling ground.

In this project, you will have to practice and apply what you have learned in the class and create a Balloon Buster game.

Story:

Meera visited her grandparents. She loved the game of bursting balloons with a bow and arrow. When she came back home, she could not play the game anymore. So she decided to build a computer game similar to the actual balloon bursting game.

Can you help Meera design the game?



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

Getting Started:

1. Login to code.org
2. Click on the following link: [Project Template](#)
3. Click on "How it Works".
4. Click on "Remix".
5. Rename the project to **Project 9** and click on **Save**.

Specific Tasks to complete the Project:

1. Set the background to show a Playground.
 - Make it a moving background by giving velocity X to the background.
2. Create the sprites for balloons.
3. Using a For loop, make rows of balloons of different colors.
 - You can create 3 or 4 lines of balloons with different colors.
4. Create a bow sprite.
 - Make the bow move up and down with the mouse using MouseY in draw().
5. Using if condition based on width of background, to repeat the background.

```
// reset background to center
if (scene.x < 0) {
  scene.x = scene.width/2;
}
```

6. Click on "**Run**" once to check if it is working.

*Refer to the images given above for reference.

Submitting the Project:

1. **SAVE** all the changes made to the project.
2. Click the "**SHARE**" button to generate a shareable link.
3. Copy this link and submit it in the Student Dashboard Projects panel against the correct class number.

Hints:

1. Selecting “sunshine_showers_1” animation in your background will create the effect of a playground.

```
scene.setAnimation("sunshine_showers_1");
```

2. To move the background scene, use the following code:

```
var scene=createSprite(0,0,400,400);  
scene.setAnimation("sunshine_showers_1");  
scene.scale=2;  
scene.velocityX=-2;  
scene.x=scene.width/2;
```

3. Use animations from the Animations section above the output window.



REMEMBER... Try your best, that's more important than being correct.

After submitting your project your teacher will send you feedback on your work.

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