WhiteHat Jr
Live Online Coding for Kids

INSTRUCTIONS:

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Goal of the Project:

In this class we have learned how to indent code and use the console display live position of an object. Using visible properties of ground we made ground invisible.

In this project, you have to create a function to make arrows for balloons and call it when the space key is pressed.

Story:

As you saw in the last project, Meera has created a bow and arrow game she saw in the town fair. You have been helping her build that game. So let's continue with it.

You have created balloons and bows in the last project, And now you have to create a function for arrows.
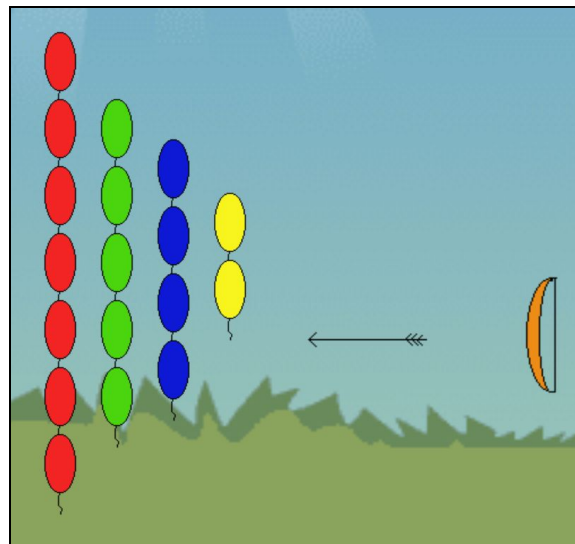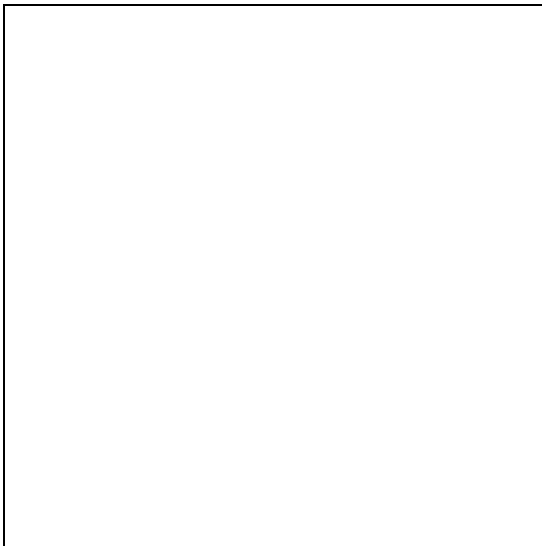
***This is just for your reference. We expect you to apply your own creativity in the project.**

Getting Started:

There are two ways you can start with this project:

Option 1:

1. Login to code.org
2. Click on the following link: Project Template
3. Click on "View Code".
4. Click on "Remix".
5. Rename the project to **Project 10** and click on **Save**.

Option 2:

You have already created the balloons, moving ground and the bow in Project 9. If you don't want to do that code all over again, follow the steps given below:
1. Open the link for Project 9 from your panel.
2. Click on Remix.
3. Rename the project to **Project 10** and click on **Save**.

Specific Tasks to complete the Project:

*If you are creating the whole project from scratch (Option 1), then first add the code to create a bow, rows of balloons and a moving ground. Then continue with the steps given below. If you have chosen Option 2, then just start with the following steps.

1. Create a **function to make an arrow** and call it in the **draw()** function.
2. Code the following condition to release the arrow:
   ● If the space key is pressed >> the arrow should release from the bow.
3. The y position of the arrow should be equal to the y position of the bow.
4. Give velocity Y to the arrow.
5. Remember to follow instructions learned in class to indent the code.
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.
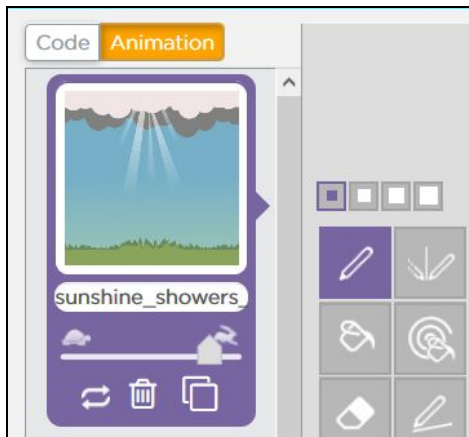
Hints:

1. Use the if condition to release the arrow from the bow as shown below:

```
// release arrow when space key is pressed
if (keyDown("space")) {
  var temp_arrow = createArrow();
  temp_arrow.setAnimation("arrow");

  // Play sound when arrow is released
  playSound("sound://category_slide/whoosh_4.mp3");
  temp_arrow.y = bow.y;
}
```

2. 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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