PROFESSIONAL

INFINITE RUNNER GAME

WhiteHat Jr
Live Online Coding for Kids

INSTRUCTIONS:

Goal of the Project:

In Class 37 you learnt how to play around with the camera and set the size of the canvas to the height and width of the device.

In this project, you will have to take one of your games (Trex, Monkey Go Happy) and recreate it using the camera moving in the X-direction.

Story:

This is a story in your life. The next few hours of creating a game in this project is the story you are creating. Make it a memorable one.

This is a challenging endeavor and I am sure you will make a great game. Let's go!

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

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Getting Started:

1. Make a copy of one of your existing games to start this project.
2. Rename the folder as **Project 37.**
3. **Import** this folder **into VS Code**.
4. Start editing your code in **sketch.js**.

Specific Tasks to complete the Project:

Until now we have used the **X and Y positions** or **framecount** to determine if the background should change or new obstacles should be put in the path of the playing character.

The other way to achieve this whole concept is to move the camera in the X direction, towards the left or right and achieve the movement.

1. Use the position of the camera to randomly create obstacles or food or coins as your game requires.

2. Relook at either the Trex Game or Monkey Go Happy Game and redesign it with the camera moving and all characters in the game staying still.

3. Make sure the project works before you submit it.

*Refer to the images given above for reference.

Submitting the Project:

1. Upload your completed project to your own github account.
2. Create a new repository named "**Project 37**"
3. **Upload** working code to this github repository.
4. Enable Github pages for the repository.
5. Copy the link to the github pages link in the Student Dashboard.

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Hints:

There are no hints in this project

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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