# Shooting Objects – Dragons & Wizards
"1. Directional Arrows," 2. "Shooting Objects," 3. "Fire Shells" & 4. "Destroy
Gradesheet – *(pts.)*

Goal: Students will reflect and refer back to code they have previously written in order to reproduce "Shoot The Dragon."

Program #1: Moving the Dragon & Wizard With Directional Arrows. *(8 pts.)*

In the last two lessons, you moved a Tank and Princess using Directional Keys. Refer to the code you wrote in these lessons. Step #1, make the Wizard slide back and forth by pressing the arrows on the keyboard. Step #2, make the dragon move constantly from side to side. You may want to take a look at the Trump/Hillary Race program you wrote.
Note: The Green Flag starts the game.
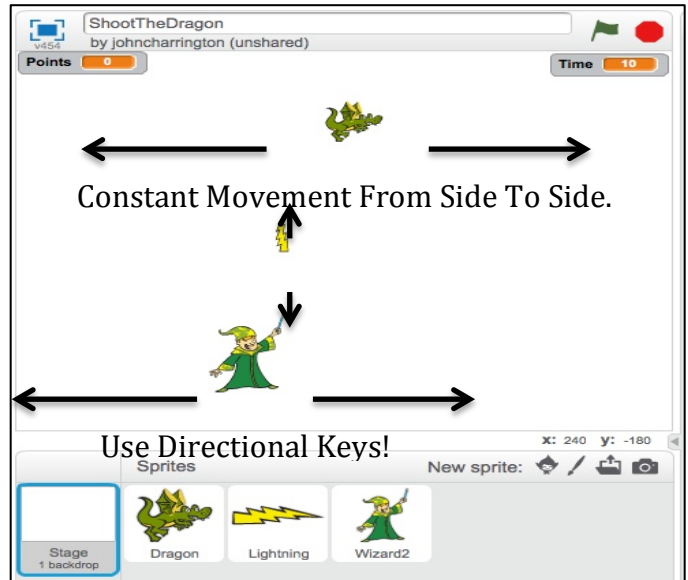
Grade Sheet *(10pts.)*	
The Wizard moves to the left when I select the Left Arrow & moves to the right when I select the Right Arrow.	5pts.
The Dragon moves nonstop, back and forth at the top of the screen.	5pts.

Program #2: "The Wizard Shoots A Lightening Bolt." *(10 pts.)*

Write a program that allows the Wizard (while moving) to fire a lightning bolt (by clicking on the space bar) toward the constantly moving dragon. It eventually travels off the screen and disappears. I am going to provide you with the new code below…you need to determine how the program is organized.
Note: Inorder to get the lightning bolt to line up with the Wizards arm, I had to adjust it in the costume screen.
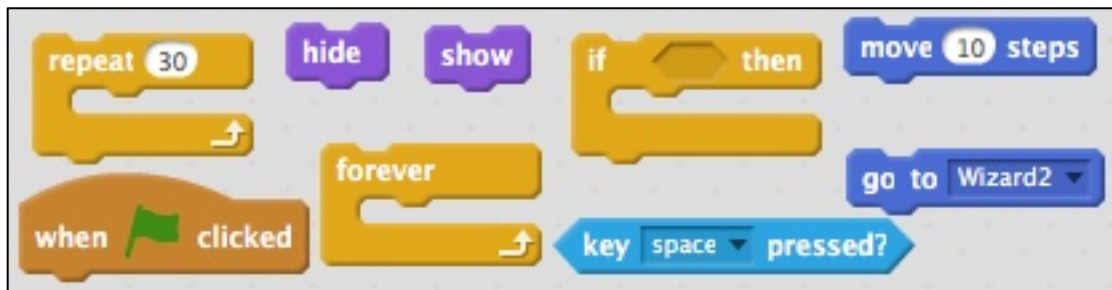
Grade Sheet *(15pts.)*	
The user clicks on the Space Bar, a lightning bolt originates near the Wizards arm and proceeds in an upward direction toward the moving dragon.	10pts.
The bolt continues off the screen and disappears.	5pts.

Program #3:"The Lightening Bolt Should Disappear When it Hits The Dragon." *(15pts.)*

When the Lightening Bolt hits the Dragon, it should disappear. If it misses, it will procede off the screen and disappear.
Hint: Take a look at your Princess code to see how the bolt will know when to disappear. Then look at the code shown in Program #2 above for code that will allow the bolt to disappear.

Grade Sheet *(5pts.)*	
When the Lightening Bolt hits the Dragon, it should disappear. If it misses, it will procede off the screen and disappear.	5 pts.

Points [0]

Program #4: Add A Point Counter *(10 pts.)*

Add a counter to the program that will add one point each time the dragon gets hit by a lightning bolt.
Hint: Take a look at your Princess code to see how a counter is created.

Grade Sheet *(10pts.)*	
Add a counter to the program that will add one point each time the dragon gets hit by a lightning bolt.	10pts.

Time [0]

Program #5:"Add A Timer" *(10 pts.)*

A 10 second clock will start when the green flag is selected. At zero seconds, all activity will seize:
The wizard, dragon and bolts will no longer be active. The counter will also stop.
Hint: Take a look at the Princess code to see how a counter is createdl

Grade Sheet *(10pts.)*	
A 10 second clock will start when the green flag is selected. At zero seconds, all activity will seize: The wizard, dragon and bolts will no longer be active. The counter will also stop.	10pts.