Shooting Objects – Dragons & Wizards
## 1. "Directional Arrows," 2. "Shooting Objects," 3. "Fire Shells" & 4. "Destroy"
Gradesheet – *(50pts.)*

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.

- The Wizard: In the last lesson, you moved a Tank using Directional Keys. Refer to the code you wrote in the Tank lesson to make the Wizard slide side to side by pressing the arrows on the keyboard.
    - Here is a new line of code that you know, but have not learned from me yet. For the Wizard's motion, place two "If/Then" commands in a "Forever" loop. "**If** key right/left pressed, **Then** Move 10/-10 steps". Try it!
- The Dragon: Make the dragon move constantly from side to side. You may want to take a look at the Trump/Hillary Race program you wrote. In a "Forever" loop, use a "Glide" and a "Turn 180 degrees." Note: Place "Point In Direction" after the "Green Flag." This will help keep the dragon facing in the correct direction while it is moving.
- Note: The Green Flag starts the game.
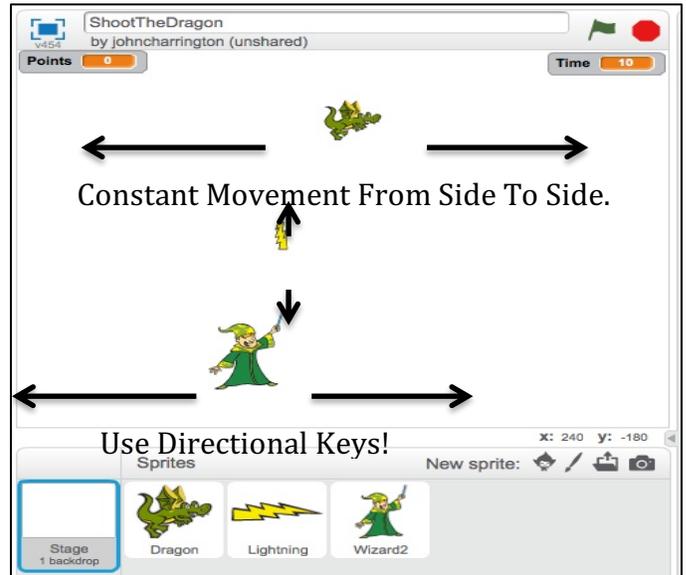
Grade Sheet *(10pts.)*	
The Wizard moves to the left when I select the Left Arrow & moves to the right when I select the Right Arrow.	5pts.
The Dragon moves nonstop, back and forth at the top of the screen.	5pts.

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.
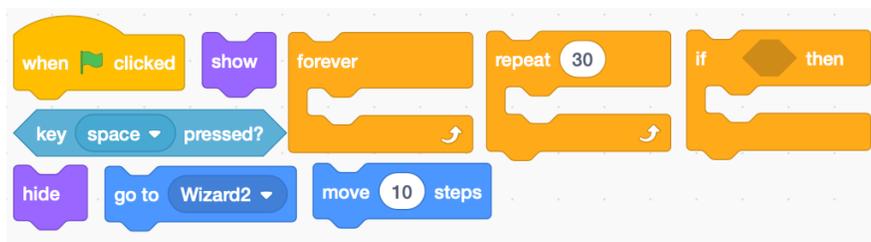
Grade Sheet *(10pts.)*	
The user clicks on the Space Bar, a lightning bolt originates near the Wizards arm and proceeds in an upward direction toward the moving dragon.	5pts.
The bolt continues off the screen and disappears.	5pts.

Program #3: "The Lightening Bolt Should Disappear When it Hits The Dragon." *(10pts.)*
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. I am going to provide you with the new code below...you need to determine how the program is organized.
Note: In order to get the lightning bolt to line up with the Wizards arm, I had to adjust it in the costume screen.

Grade Sheet *(5pts.)*	
When the Lightening Bolt hits the Dragon, it should disappear. If it misses, it will procede off the screen and disappear.	10pts.

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/Unicorn code to see how a Counter is created.
Note: I reset the Point Counter as a separate program in the Lightning Bolt.

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.

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/Unicorn code to see how a Timer is created.
Note: Note: I reset the Timer (with the Point Counter) as a separate program in the Lightning Bolt.

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.