

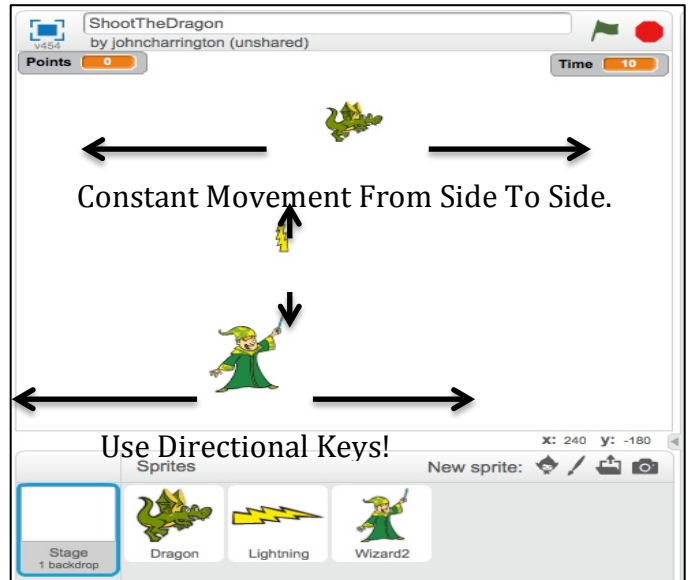
Shooting Objects – Dragons & Wizards

“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 Lightning 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: 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 (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.
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5 pts.

Points

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

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.
