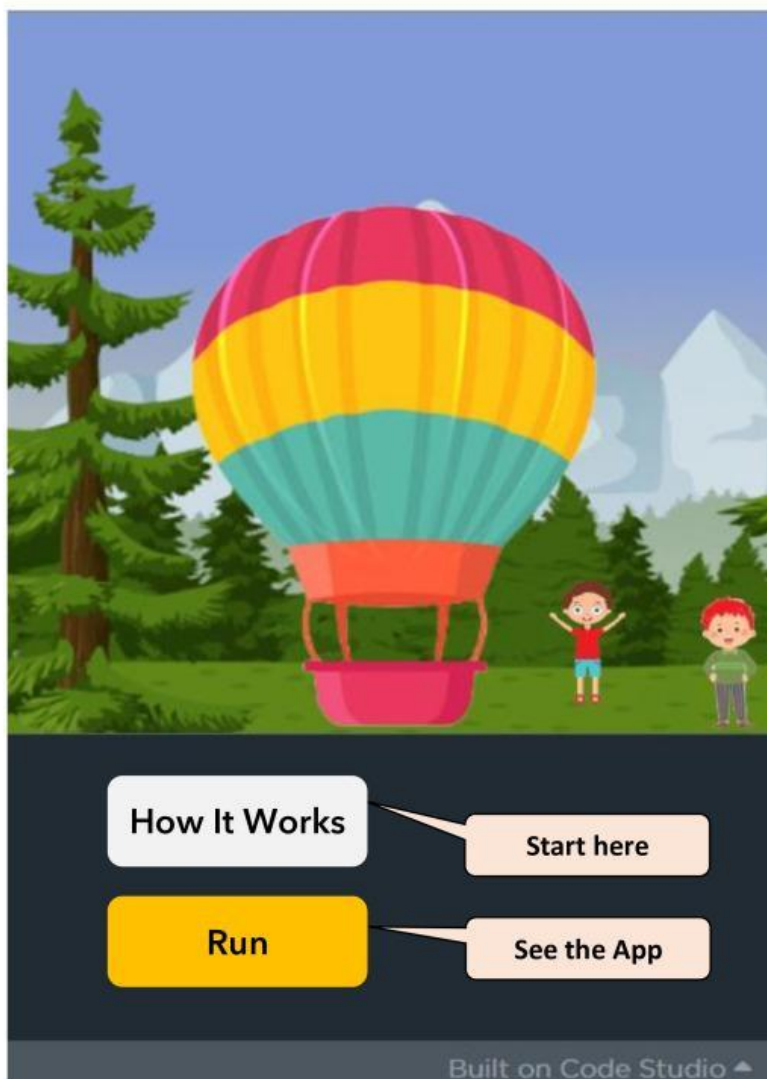


Project 72



Coding School



- ❖ Let's design an app to launch an air balloon.
- ❖ The images needed to design this app have been given to you in the image library. Let's see how to design using them as follows.



- ❖ To add a Sprite add a Variable as “Bg” as below.

```
var Bg = createSprite(200, 200);
```

- ❖ Let's use the following code blocks used to create the sprite needed for the background.

```
var BG_1 = createSprite(200, 200);
BG_1.setAnimation(▼ "pine_trees_1");
BG_1.scale = 1;
```

Create the sprite as "BG_1" and give its x and y positions as 200 and 200.

Use the “setAnimation” block to set the animation for the sprite. Select the “pine_trees_1” image for that.

Give the scale of the sprite as 1.

- ❖ Apply the blocks as follows for one of the images of the air balloon and two children.

```

var Kids1 = createSprite(370, 360);
Kids1.setAnimation(▼"Kids1.png_1");
Kids1.scale = 0.4;
var Kids2 = createSprite(300, 350);
Kids2.setAnimation(▼"Kids2.png_1");
Kids2.scale = 0.2;
var Air_B = createSprite(200, 250);
Air_B.setAnimation(▼"Ari_B..png_1");
Air_B.scale = 1;

```

- ❖ Create variables as follows.

```

var prat1 = 1;
var prat2 = 1;
var Countdown = 0;
var playtime = 0;
var moving = "fales";
var Launch = "fales";

```

- ❖ Add the drawSprites block to the Function draw block as follows.

```

function draw() {
  drawSprites();
}

```

- ❖ When the mouse is clicked on the sprite named "Kids1", the X Y position

```

if (mousePressedOver(Kids1)) {
  Kids1.x = 215;
  Kids1.y = 360;
  prat1 = 0;
}

```

should change to 215 and 360. Then the value of the variables given as prat1 should be 0. Add the required blocks as follows.

- ❖ When the mouse is clicked on the sprite named "Kids2" and the value of

```

if (mousePressedOver(Kids2) && prat1 == 0) {
  Kids2.x = 190;
  Kids2.y = 350;
  prat2 = 0;
}

```

prat1 is 0, the X Y location should change to 190 and 350. Then the value of the variables given as prat2 should be 0. Add the required blocks as follows.

- ❖ If the value of prat1 and the value of prat2 is 0, let's use the following blocks to create the sprite named "Wind".

```
if ( prat1 == 0 && prat2 == 0 ) {
  var Wind = createSprite(350, 370);
  Wind.setAnimation(▼ "wind.PNG_1");
  Wind.scale = 0.5;
}
```

- ❖ Add a variable as follows.

```
var time = World.seconds;
```

- ❖ When clicking on the sprite named "Wind" a sound is emitted and the moving variable is set to true, use the following block.

```
if ( mousePressedOver(Wind) ) {
  playSound(▼ "sound://default.mp3", ▼ false);
  time = playtime;
  moving = "true";
}
```

- ❖ Use the following block to get the value of Countdown

```
Countdown = time - playtime;
```

- ❖ If the Countdown value is greater than 5 and the moving variable is set to true, apply the following block to set the velocity of the sprites "Air_B", "Kids1" and "Kids2" to -10

```
if ( Countdown > 5 && moving == "true" ) {
  Air_B.velocityY = -10;
  Kids1.velocityY = -10;
  Kids2.velocityY = -10;
}
```

- ❖ If the Y of the sprite named "Air_B" is less than -5, set the following blocks in the sprite "Air_B", "Kids1" and "Kids2" and create a variable as "Launch"

```
if ( Air_B.y < -5 ) {
  Air_B.x = 200;
  Air_B.y = 150;
  Kids1.x = 210;
  Kids1.y = 250;
  Kids2.x = 195;
  Kids2.y = 250;
  Launch = "true";
}
```

- ❖ If the launch is done, the sprite "BG_1" will disappear and the variable named "Bg" will show the sprite named "Sunshine_showers_1" and the sprite "Air_B", "Kids1" and "Kids2" will have a velocity below 0. Apply block as

```
if (Launch == "true") {  
  BG_1.destroy();  
  Bg.setAnimation(▼ "sunshine_showers_1");  
  Wind.destroy();  
  Bg.scale = 1;  
  Air_B.velocityY = 0;  
  Kids1.velocityY = 0;  
  Kids2.velocityY = 0;  
}
```