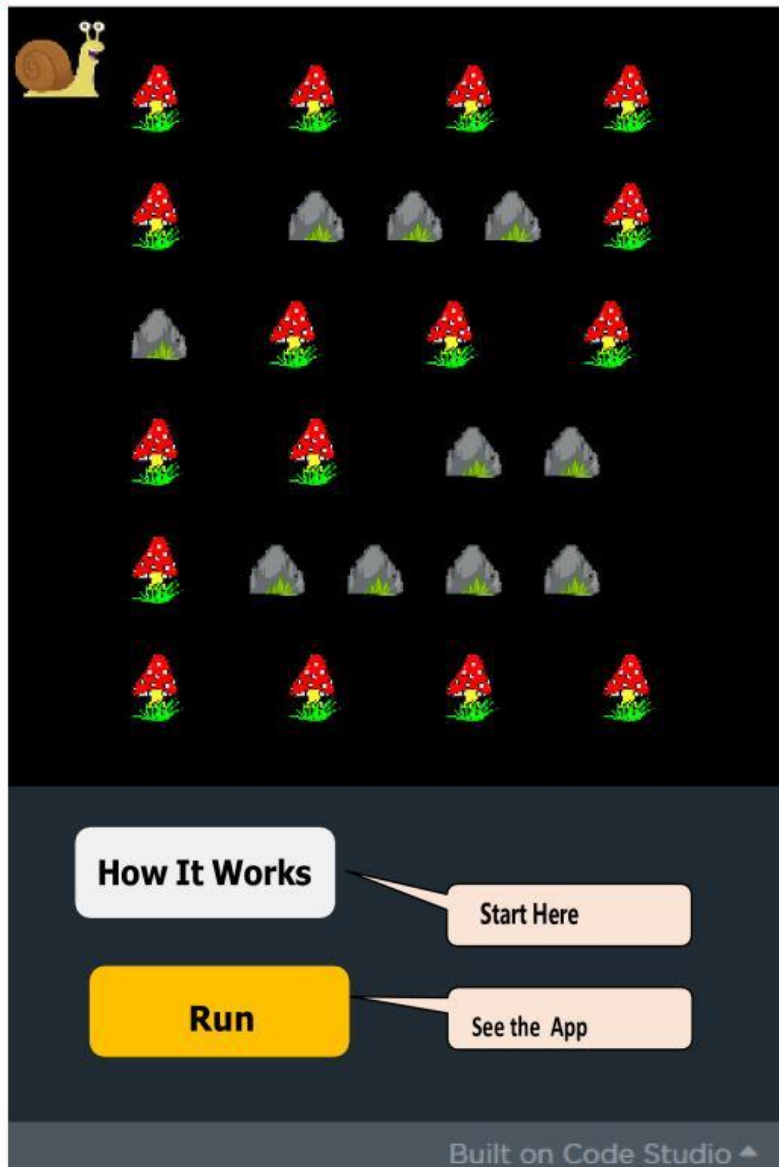




Coding School



- ❖ The images related to designing this app are given to you in the library.
- ❖ Create a sprite to add the image of a snail.
Let's use code blocks as follows.

```
var snail = createSprite(30, 30);
snail.setAnimation(▼ "snail.png_1");
snail.scale = 0.2;
```

Create the sprite as "snail" and give its x and y positions as 30 and 30.

Use the "setAnimation" block to set the animation for the sprite. Select the image "snail.png_1" for that.

Set the scale of the sprite to 0.2.

- ❖ Let's add the remaining images needed for this as a group in the following blocks.
- ❖ In the following blocks to create the mushroom sprite group variables like Get ready.

```
var pillsmushrooms = createGroup();
var mushrooms;
var Totmushrooms = 0;
```

- ❖ Create a function like "createmushroom" as below.

```
function createmushrooms(nummushrooms, X_coord, Y_coord) {
  for (var i = 0; i < nummushrooms; i++) {
    var mushrooms = createSprite(X_coord + 80 * i, Y_coord, 5, 5);
    mushrooms.setAnimation(▼ "mushrooms.png_1");
    mushrooms.scale = 0.08;
    pillsmushrooms.add(mushrooms);
    Totmushrooms++;
  }
}
```

- ❖ The location and sprite of the sprites related to the “createmushroom” function
Adjust the size according to the following blocks

```
createmushrooms(4, 80, 50); ← →
createmushrooms(1, 80, 110); ← →
createmushrooms(1, 320, 110); ← →
createmushrooms(3, 150, 170); ← →
createmushrooms(2, 80, 230); ← →
createmushrooms(1, 80, 290); ← →
createmushrooms(4, 80, 350); ← →
```

- ❖ To create the sprite group with rocks, like the following blocks. Prepare the variables.

```
var pillsrock = createGroup();
var rock;
var Totrock = 0;
```

- ❖ Create a “createrock” function like below.

```
function createrock(numrock, X_coor, y_coor) { ← →
  for (var i = 0; i < numrock; i++) {
    var rock = createSprite(X_coor + 50 * i, y_coor, 9, 9);
    rock.setAnimation(▼ “rock.png 1”);
    rock.scale = 0.2;
    pillsrock.add(rock);
    Totrock++;
  }
}
```

Below is the location and sprite size of the sprites related to the “createrock” function
Arrange in blocks.

```
createrock(3, 160, 110); ← →
createrock(1, 80, 170); ← →
createrock(2, 240, 230); ← →
createrock(4, 140, 290); ← →
```

- ❖ Then put the following block inside the “function draw” block.

```
function draw() { ← →
  drawSprites();
  background(▼ “black”);
}
```

- ❖ When you click on the Left arrow key, the snail will go to the west, and the Right arrow Snail when clicked on the key In the east direction, when you click on the Up arrow key, the snail should move to the North, and when you click on the Down arrow key, the snail should move to the right.

```
function draw() {  
  drawSprites();  
  background(▼ "black");  
  if (keyDown(▼ "left")) {  
    snail.setSpeedAndDirection(3, 180);  
  }  
  if (keyDown(▼ "right")) {  
    snail.setSpeedAndDirection(3, 360);  
  }  
  if (keyDown(▼ "up")) {  
    snail.setSpeedAndDirection(3, 270);  
  }  
  if (keyDown(▼ "down")) {  
    snail.setSpeedAndDirection(3, 90);  
  }  
  drawSprites();  
}
```