

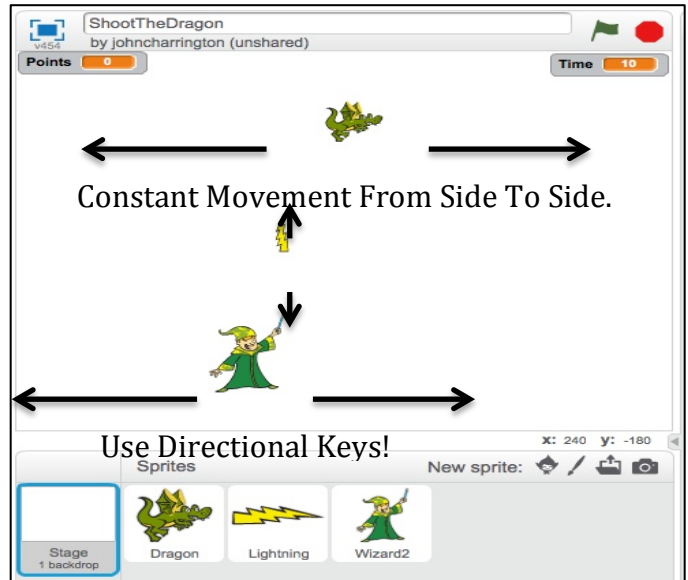
## Shooting Objects – Dragons & Wizards

### “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.

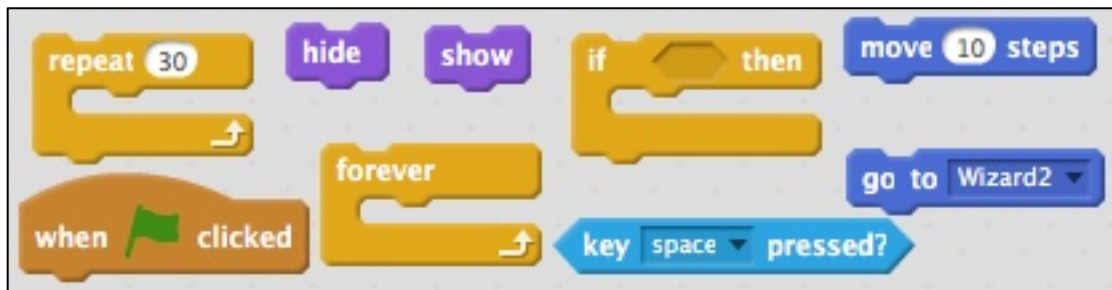


Grade Sheet (10pts.)	
The Wizard moves to the left when I select the Left Arrow & moves to the right when I select the Right Arrow.	5pts.
The Dragon moves nonstop, back and forth at the top of the screen.	5pts.

#### 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.

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**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.

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**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.
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**Points**

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**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.

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**Grade Sheet (10pts.)**

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

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**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

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**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.
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10pts.
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