

**Basketball Game**

**Mini Project 1: Draw the Background**

In this first mini-project, you'll import or create a background for your game. You will also set up the screen dimensions.

**Objectives:**

- Download or draw the background image
- Use TI-Connect CE Software to import the background
- Display the background using code

**The Basketball Project Overview:**

After completing a series of 8 mini-projects, you will have a basketball game similar to the one on the right. The code for projects 1 -4 will be imported into project 5. Projects 6-8 will build upon project 5.

Mini-Project order:

1. **Draw the Background**
  2. Draw the Net
  3. Power Gauge
  4. Angle Gauge
  5. Merge the Projects and Code the Arrow Keys
  6. Toss the Ball
  7. The Game
  8. Win the Trophy
1. Download the basketball image or draw your own using drawing software.

Connect your calculator to your computer and run the TI-Connect CE software program.

 Open the calculator explorer workspace.

 Import the drawing as IMAGE8

Create a new program named BACKGRND



2. You need to:
  - store all your graph settings so they can be restored
  - turn angle mode to degree
  - turn functions off
  - turn plots off
  - set your x minimum and x maximum
  - set your y minimum and y maximum

Type the following code

```
:StoreGDB 1
:Degree
:FnOff
:PlotsOff
:1→Xmin
:265 →Xmax
:1 →Ymin
:165 →Ymax
```



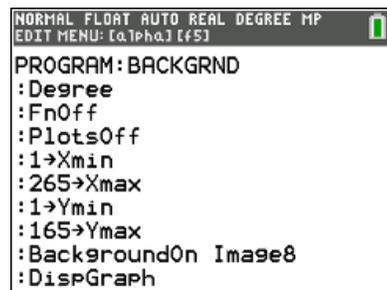
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StoreGDB is located in DRAW under STO  
 Degree is located in MODE  
 FnOff is located in Vars – Y-Vars – On/Off  
 PlotsOff is located in statPlot  
 Xmin, Xmax, Ymin, Ymax are located in Vars – Window

3. You need to:
  - set the background to your image
  - display graph

Type the following code

```
:BackgroundOn Image 8
:DispGraph
```



\*\*\*\*\*

BackgroundOn is located in Draw – Background  
 DispGraph is located in PRGM – I/O

- Execute your program.

Makes sure the display looks similar to the one on the right.



- After executing the program you should reset your graph settings and turn off the background image. If you added the commands now, they'll execute immediately and override your background. Therefore, you'll add a pause. The pause will the execution of the following lines until the user presses the enter key. Pause is located in PRGM. Type the following code:

```
:Pause
:BackgroundOff
:RecallGDB 1
```



Execute the program. After pressing the **enter** key does the background turn off?