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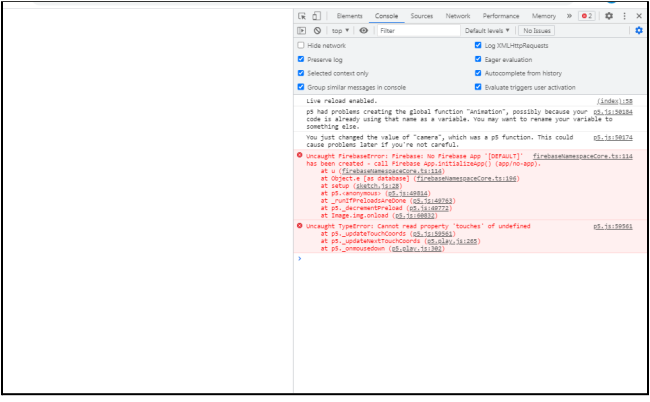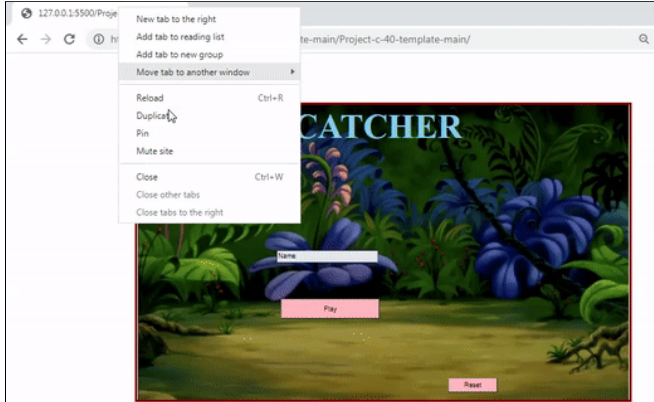## INSTRUCTIONS:

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Goal of the Project:

In Class 40, you learned the concepts related to Firebase to design a multiplayer game. You have also learned how to highlight each player.

In this project, you have to practice what you have learned in the class for the following game. Plus, debug the code to fix the game for the players to play.

Story:

Honey visited her grandparent's farm. The farmers were cutting fruits to harvest them. Her grandfather gave her the responsibility to collect these harvested fruits in a basket. Honey went with her cousin to collect the fruits from the farm.

Let's see who collects more, Honey or her cousin.

Project Template Output	Project Expected Output

*This is just for your reference. We expect you to apply your own creativity in the project.

Getting Started:

1. Use the template on GitHub, available for download here.
2. **Unzip** this folder, rename the unzipped folder as **Project-40**.
3. **Import** this folder into **VS Code**.
   - Click on File -> Open Folder -> Select the folder that we renamed in the correct location.
4. Start editing your code in **index.html**

Specific Tasks to complete the Project:

The following table highlights the missing code in the project template. Follow the instructions for each task and complete the code by adding the missing instructions.

Things to do	Code blocks
Step 1 Setup the **Firebase database** for the Project. You can refer to the steps given in the document.	[Refer to this document to set up a database.](#) fruit-basket-f074c-default-rtdb ├── gameState: 0 └── playerCount: 0

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Step 2

In **index.html** add both **player.js** and **game.js** using the **<script>** tag. As an example, **form.js** is already included in **index.html**.

```html
x.html ×      JS game.js      JS sketch.js      JS form.js
c-40-template-main > Project-c-40-template-main > <> index.html >
<!DOCTYPE html><html lang="en">
  <head>
  <script src="libraries/p5.js"></script>
  <script src="libraries/p5.dom.min.js"></script>
  <script src="libraries/p5.sound.min.js"></script>
  <script src="libraries/matter.js"></script>
  <script src="libraries/p5.play.js"></script>

  <script src="js/form.js"></script>
  <!-- Link game.js and player.js -->
```

Step 3

In **game.js**, in function **play(),** add code to display the player's name on the respective basket. Use **text()** function to do so.

```javascript
if(index === player.index){
    fill("red")
    textSize(20)
    //add code to display the player's name on the respective basket.

}
```

Submitting the Project:

1. Create a new repository named "**Project C40**".
2. **Upload** the working code to this **GitHub** repository.
3. Enable **GitHub** pages for the repository.
4. Copy the link to the **GitHub** pages link on the **Student Dashboard > Projects** panel against the correct Class Number.

REMEMBER... Try your best, that's more important than being correct.
After submitting your project, the teacher will give you feedback on your project work.
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