

## INSTRUCTIONS:

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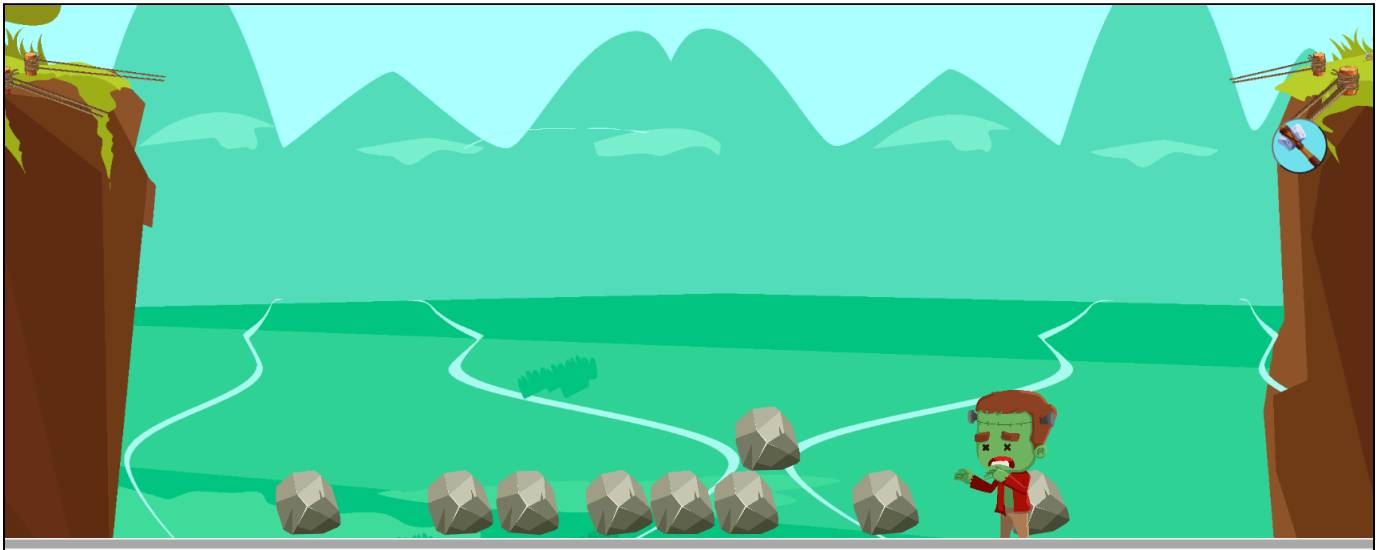
### Goal of the Project:

In class 31 we learned to detect the collision between the bunny and the fruit using the **dist()** function. In this project, we will detect the collision between the stones and zombies. Set the sad zombie image when the distance between the zombie and stone is less than 50.

\* This is a continuation of Project 29 and Project 30. Make sure to complete those projects before attempting this one.

### Story:

Far away there is a village that is always troubled by a zombie. The only way to kill the zombie is to drop a stone on its head. You have been observing that the zombie travels under the bridge to get to the village. So you plan to stack the bridge with stones and drop it on the zombie when it comes under the bridge.



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

### Getting Started:

Open your VS Code editor and continue with the project.  
Download the assets from [here](#).

### Specific Tasks to complete the Project:

1. Load the sad zombie image in the **preload()** function.
2. Add the sad image to the zombie sprite using the **addImage()** function.
3. To detect the collision between the zombie and the stone, you'll need to check the distance between them.
4. If the distance is less than **50** then set the zombie's velocity to **0** and set it to the sad image. (See Hint 1)
5. In the **draw()** function where you created the stones, use the **dist()** function to check for the distance between zombie and stone.

### Submitting the Project:

1. Upload your completed project to your own GitHub account.
2. Create a new repository named "**CRUSH THE ZOMBIE -3**".
3. **Upload** working code to this GitHub repository.
4. Enable GitHub pages for the repository.
5. Copy the link to the GitHub page link in the Student Dashboard.

**Hint:**

1. Code to check the distance between the stone and the zombie.
  - Set a sad image to the zombie if the distance is  $\leq 50$ .

```
for (var stone of stones) {  
  stone.show();  
  var pos = stone.body.position;  
  var distance = dist(zombie.position.x, zombie.position.y, pos.x, pos.y);  
  if (distance <= 50) {  
    zombie.velocityX = 0;  
    Matter.Body.setVelocity(stone.body, { x: 10, y: -10 });  
    zombie.changeImage("sad");  
    collided = true;  
  }  
}
```

**REMEMBER...** Try your best, that's more important than being correct.

After submitting your project, your teacher will send you feedback on your work.

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