# OOP – Environment System

The goal of this lab is to study the **Environment System** and extend its functionality. You are **NOT allowed to directly edit** any of the contents of the **Core** and **Interface** namespaces (only the **Generator** namespace).

## Disappearing Snowflakes

Now that you've had a look of how the environment system works, it's time we tweak it a little bit. If you haven't already seen (press Ctrl + F5), there is **snow falling** and a **ground**. However, the snow passes through the ground and it shouldn't.

### Step 1 – Disappearing Snowflakes

Make so that whenever any snowflake hits the ground, it disappears (it is removed from the environment).

**Hint:** Taka a close look at the base **EnvironmentObject** class – see what must be changed in the **Snowflake** to achieve this.

Note: You are only allowed to edit the contents of **Models.Objects** namespace.

The **visual result** should be something similar:

