PROFESSIONAL

GEOLOGIST

WhiteHat Jr
Live Online Coding for Kids

INSTRUCTIONS:

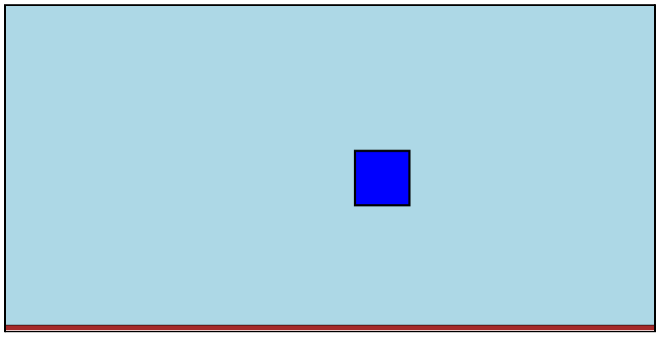
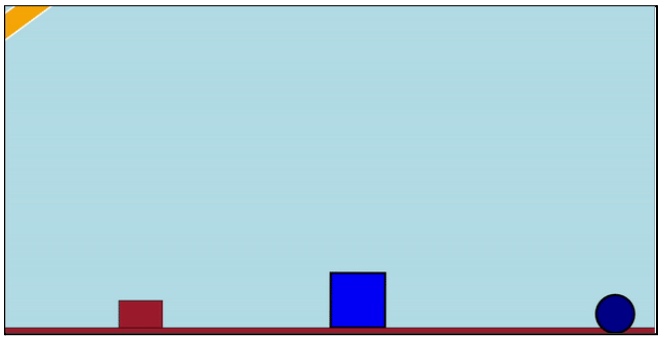
Goal of the Project:

In Class 24, you learned how to create various bodies and assign different properties to them.

In this project, you will apply what you have learned in the class to create a virtual game to help a geologist identify different bodies through their mass, friction, and so on.

Story:

Franky is a geologist and he always tries to search for different bodies. Now, Franky wants to create a virtual game to identify different bodies through their mass, friction, and so on, using a hammer. In this game, you have to create a hammer, a stone, and some rubber bodies.

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**, by downloading from this link .
2. **Unzip** the downloaded zip folder.
3. Rename the unzipped folder as **Project 24.**
4. **Import** this folder into the **VS Code**.
5. Start editing your code in **sketch.js**.

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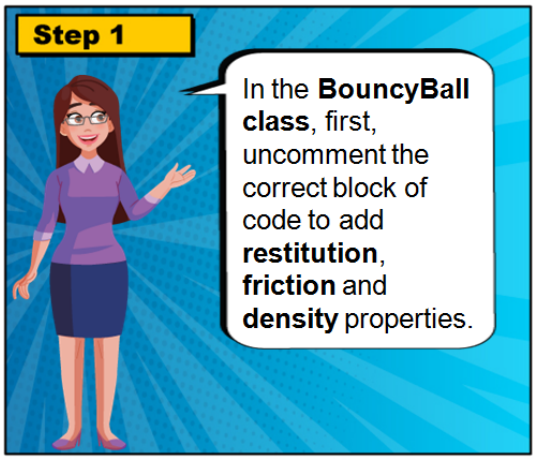
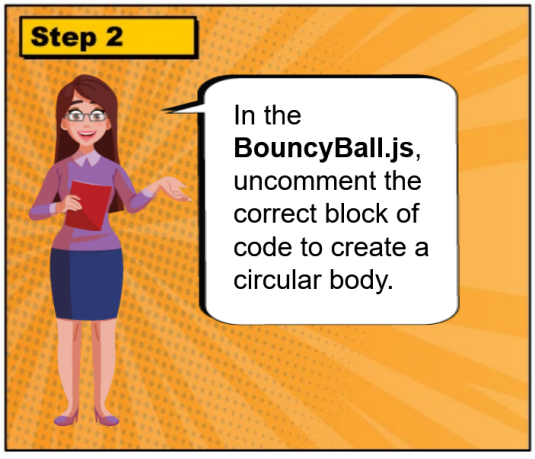
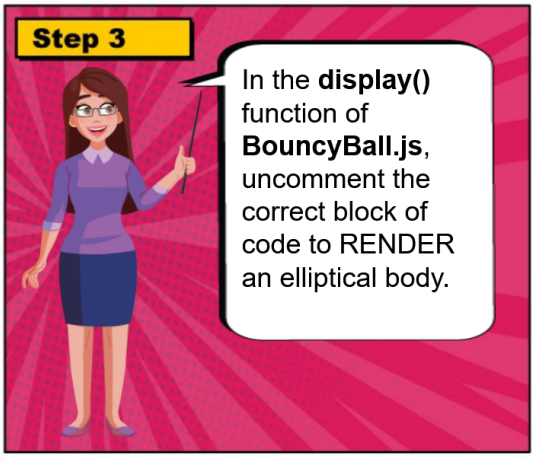
Specific Tasks to Complete the Project:

Hammer, **Iron**, and **Stone** classes have already been created for you. **BouncyBall** class needs to be modified.
The code blocks are commented, you have to uncomment the correct block of code.

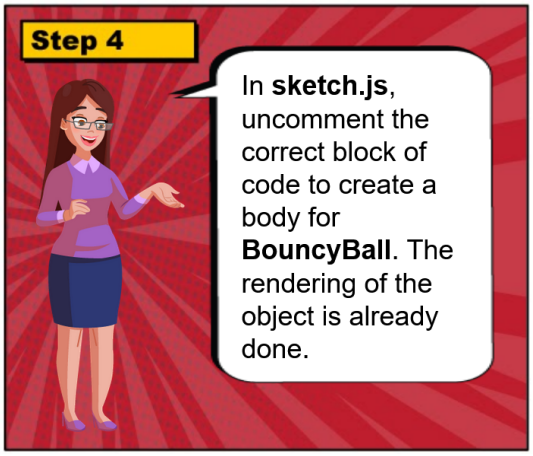
Things to do	Code Blocks

	`// var options={`
	`//  restitution:0.3`
	`//  friction:5`
	`//  density:1`
	`// }`
	
	`// var options={`
	`//  restitution:5,`
	`//  friction:5`
	`//  density:20`
	`// }`
	
	`// var options={`
	`//  restitution:0.3,`
	`//  friction:5,`
	`//  density:1`
	`// }`
	
	`// var options{`
	`//  restitution:5,`
	`//  friction:5,`
	`//  density:20`
	`// }`

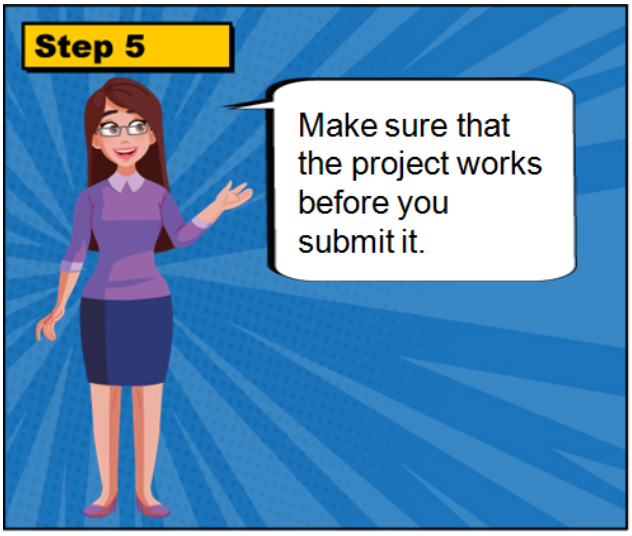
	`// this.body=Bodies.ellipse(this.x, this.y, (this.r-20)/2, options)`
	`// World.add(world, this.body);`
	
	`// this.body=Bodies.circle(this.x, this.y, (this.r-20)/2, options)`
	`// World.add(world, this.body);`
	
	`// this.body=Bodies.rectangle(this.x, this.y, (this.r-20)/2, options)`
	`// World.add(world, this.body);`
	
	`// this.body=Bodies(this.x, this.y, (this.r-20)/2, options)`
	`// World.add(world, this.body);`




```
// ellipse(0,0,this.r, this.r);
// circle(0,0,this.r, this.r);
// rect(0,0,this.r, this.r);
// body(0,0,this.r, this.r);
```




```
// bouncyBall=new BouncyBall(900,450,70);
// bouncyBall=BouncyBall(900,450,70);
// bouncyBall=new (900,450,70);
// bouncyBall=new BouncyBall();
```



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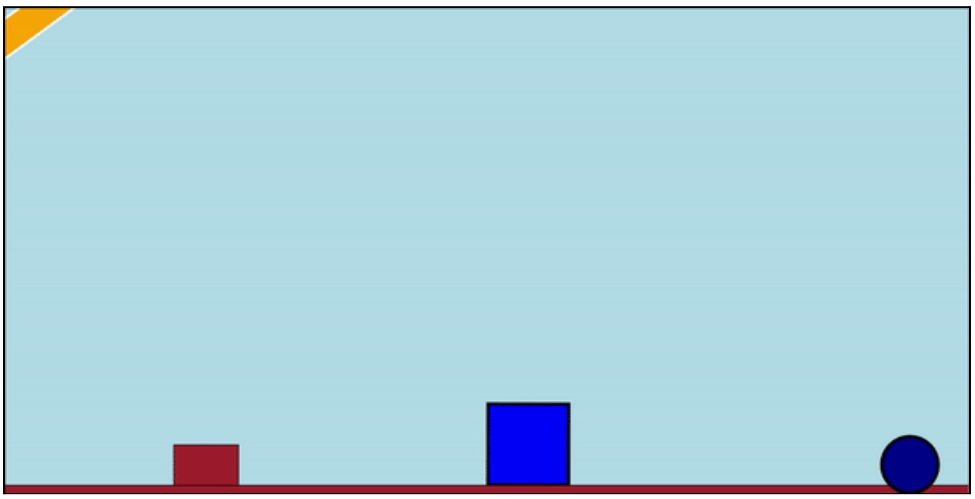
Final Output:



Submitting the Project:

1. **Upload** your completed project to your **GitHub** account.
2. Enable **GitHub** pages for the repository.
3. Copy and paste the link to the **GitHub** pages 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.

——— xxx ——— xxx ——— xxx ——— xxx ——— xxx ———