PROFESSIONAL

CRUMPLED BALLS

WhiteHat Jr
Live Online Coding for Kids

INSTRUCTIONS:

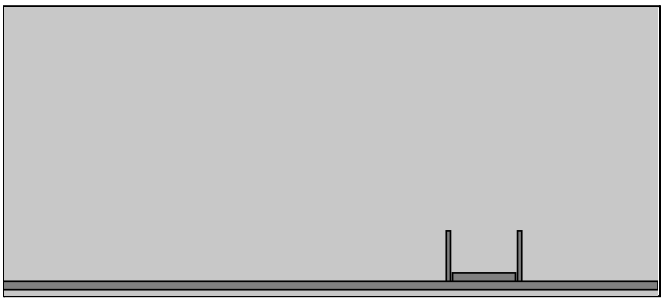
Goal of the Project:

In Class 25, you learned how to assign images to bodies that you had created by changing the blueprint of the **class**.

In this project, you will apply what you have learned in the class to create a virtual game of throwing crumpled paper balls in the dustbin.

Story:

You must develop the habit of throwing waste in the trash bin and help keep your city clean. So, you have decided to create a simple game of throwing crumpled paper balls in a waste paper basket.

Template Output	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** this folder.
3. Rename the unzipped folder as **Project 25.**
4. **Import** this folder into **VS Code**.
5. Start editing your code in **sketch.js**.

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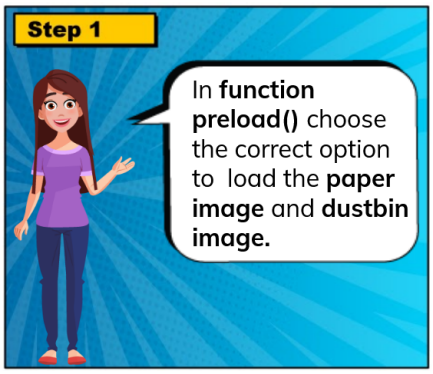
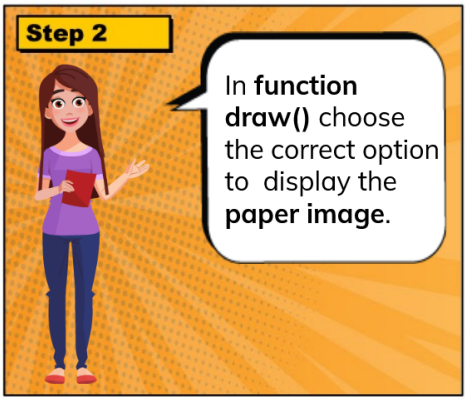
Specific Tasks to Complete the Project:

The code blocks are commented, you have to uncomment the correct block of code.

Things to Do	Code Blocks

	`//dustbinImg = loadImage("dustbin.png");`
	`//paperImg = loadImage("paper.png");`
	
	`//dustbinImg = addImage("dustbin.png");`
	`//paperImg = addImage("paper.png");`
	
	`//dustbin.loadImage("dustbin.png");`
	`//paper.addImage("paper.png");`
	
	`//dustbin.loadImage("dustbin.png");`
	`//paper.loadImage("paper.png");`

	`//image(paperImg,ball.position.y,ball.position.x,radius,radius);`
	`//image(paperImg,ball.position.x,ball.position.y,radius/2,radius/2);`
	`//ellipse(ball.position.x,ball.position.y,radius,radius);`
	`//image(paperImg,ball.position.x,ball.position.y,radius,radius);`

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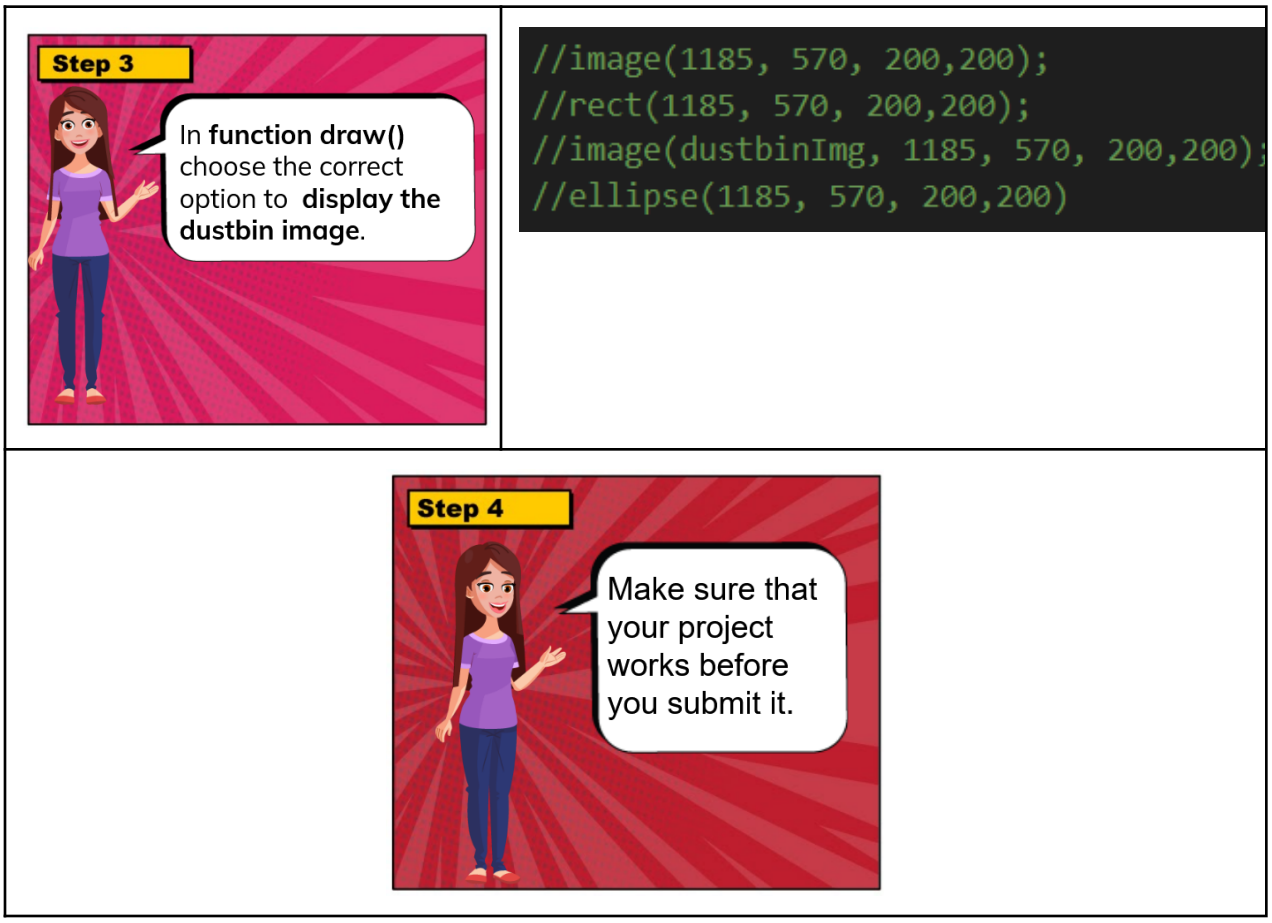

Submitting the Project:

1. Upload your completed project to your **GitHub** account.
2. Create a new repository named "**Project C25**".
3. **Upload** the working code to this **GitHub** repository.
4. Enable **Github** pages for the repository.
5. 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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