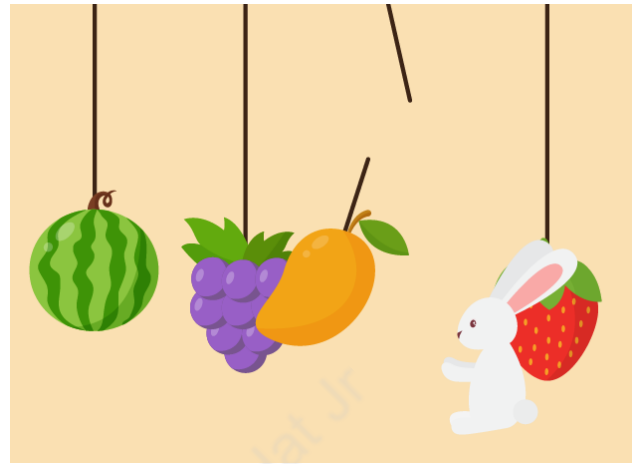## BREAKING THE ROPE AND CREATE BUNNY SPRITE

What is our GOAL for this MODULE?
In this class, we learned to create a function to drop the fruit from the rope. You also created a bunny sprite and added a background image.

What did we ACHIEVE in the class TODAY?

- Added background and rabbit image.
- Created the physics body for the rabbit.
- Created a function to drop the fruit by cutting the rope.

Which CONCEPTS/ CODING BLOCKS did we cover today?
- Create an object for Bunny using the Physics Engine.
- Loading images and animation.
- Collision detection.

How did we DO the activities?

1. Load images using the **preload()** function.

```
function preload()
{
  bg_img = loadImage('background.png');
  food = loadImage('melon.png');
  rabbit = loadImage('Rabbit-01.png');
}
```

2. Add the image for fruit using the **image()** function.

```
function draw()
{
  background(51);
  image(bg_img,width/2,height/2,500,700);
  ground.show();
  rope.show();

  image(fruit_img,fruit.position.x,fruit.position.y,60,60);

  Engine.update(engine);
}
```

3. Set the image for the **bunny** sprite and set the **scale** of the sprite.

```
function setup() {
   createCanvas(500,700);
   frameRate(80);
   engine = Engine.create();
   world = engine.world;
   bunny = createSprite(250,650,100,100);
   bunny.addImage(bunny_img);
   bunny.scale = 0.2;
```

4. Create the function **detach()** in the class **Link** to drop the melon and break the rope.

```
class Link{
    constructor(bodyA,bodyB)
    {
       var lastlink = bodyA.body.bodies.length-2;
       this.link = Constraint.create(
          {
             bodyA:bodyA.body.bodies[lastlink],
             pointA:{x:0,y:0},
             bodyB:bodyB,
             pointB:{x:0,y:0},
             length:-10,
             stiffness:0.01
          });
          World.add(engine.world,this.link);
    }

    detach()
    {
       World.remove(engine.world,this.link);

    }
}
```

5. Create a **button** and attach this function with that button.

```
button = createImg('cut_btn.png');
button.position(220,30);
button.size(50,50);
button.mouseClicked(drop);
```

Output:
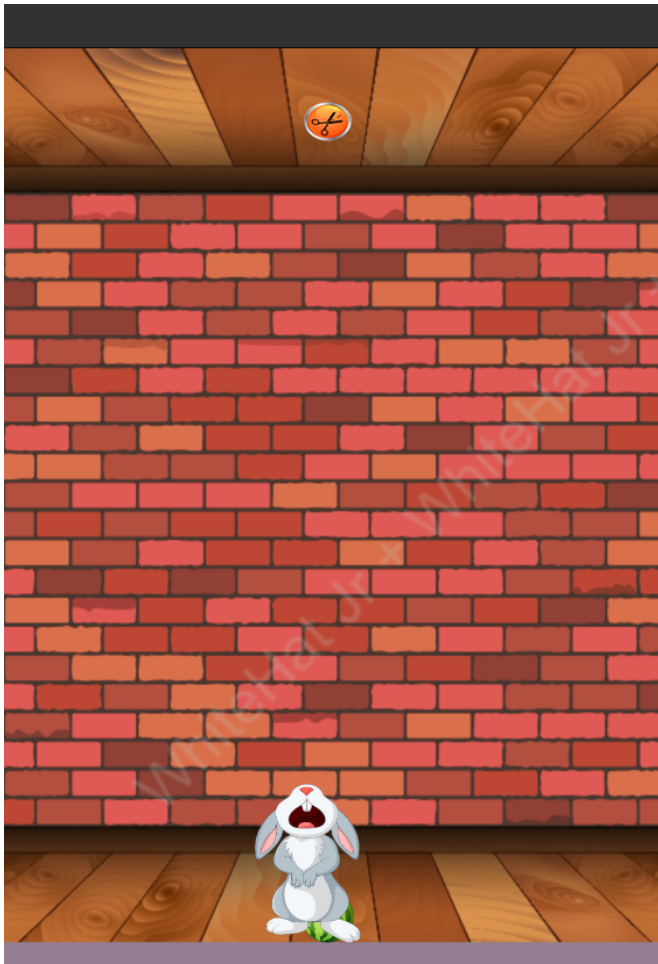
What's next?

In the next class, we are going to add animation to the bunny, and we will detect the collision of the fruit with the bunny and play different animations.