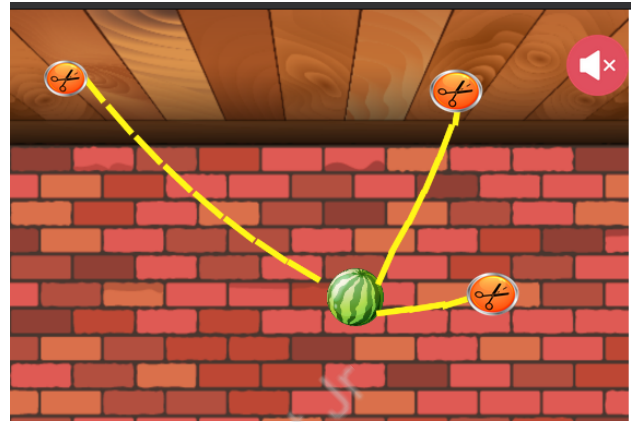


## ADDING MORE CHALLENGES



### What is our GOAL for this MODULE?

In this class, we learned to attach the fruit with multiple ropes. Made the game mobile compatible and created an APK of the game using a web wrapper.

### What did we ACHIEVE in the class TODAY?

- Created 3 ropes and attached them to the fruit.
- Added the cut button for each rope.
- Hosted the game on GitHub.

### Which CONCEPTS/ CODING BLOCKS did we cover today?

- Add multiple ropes.
- Dynamic screen size.
- Hosting the game on GitHub.

### How did we DO the activities?

1. Create 3 ropes as **rope**, **rope2**, and **rope3** and attach them with the fruit.

```
rope = new Rope(8,{x:40,y:30});  
rope2 = new Rope(7,{x:370,y:40});  
rope3 = new Rope(4,{x:400,y:225});
```

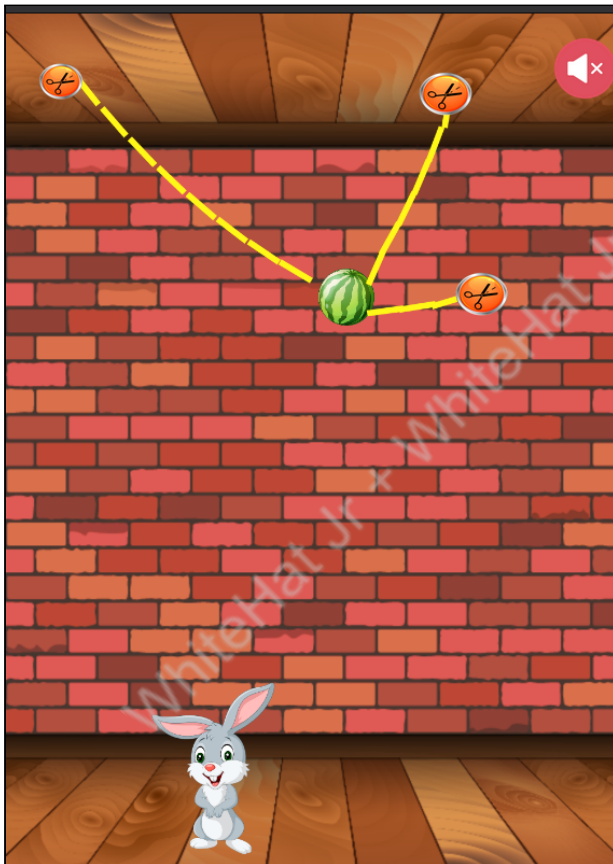
2. Add three buttons as **button**, **button2**, and **button3** for each rope respectively.

```
//btn 1  
button = createImg('cut_btn.png');  
button.position(20,30);  
button.size(50,50);  
button.mouseClicked(drop);  
  
//btn 2  
button2 = createImg('cut_btn.png');  
button2.position(330,35);  
button2.size(60,60);  
button2.mouseClicked(drop2);  
  
//btn3  
button3 = createImg('cut_btn.png');  
button3.position(360,200);  
button3.size(60,60);  
button3.mouseClicked(drop3);
```

3. Create the constraint between the **fruit** and **rope**, **rope2** and **rope3** using the **Link** class.

```
fruit_con = new Link(rope,fruit);  
fruit_con_2 = new Link(rope2,fruit);  
fruit_con_3 = new Link(rope3,fruit);
```

4. Run the code to observe the output.



Now we have the game complete!

- Now, to create a dynamic screen size using **windowWidth** and **windowHeight** variables for the desktop and **displayWidth** and **displayHeight** for mobile phones.

```
function setup()
{
  var isMobile = /iPhone|iPad|iPod|Android/i.test(navigator.userAgent);
  if(isMobile){
    canW = displayWidth;
    canH = displayHeight;
    createCanvas(displayWidth+80, displayHeight);
  }
  else {
    canW = windowWidth;
    canH = windowHeight;
    createCanvas(windowWidth, windowHeight);
  }
}
```

- Update the **HTML** file as shown below to make the game screen responsive.

```
<!DOCTYPE html><html><head>
  <script src="p5.min.js"></script>
  <script src="p5.dom.min.js"></script>
  <script src="p5.sound.min.js"></script>
  <link rel="stylesheet" type="text/css" href="style.css">

  <meta name="viewport" content="user-scalable=no,initial-scale=1,
  maximum-scale=0.825,minimum-scale=0.8,width=device-width">

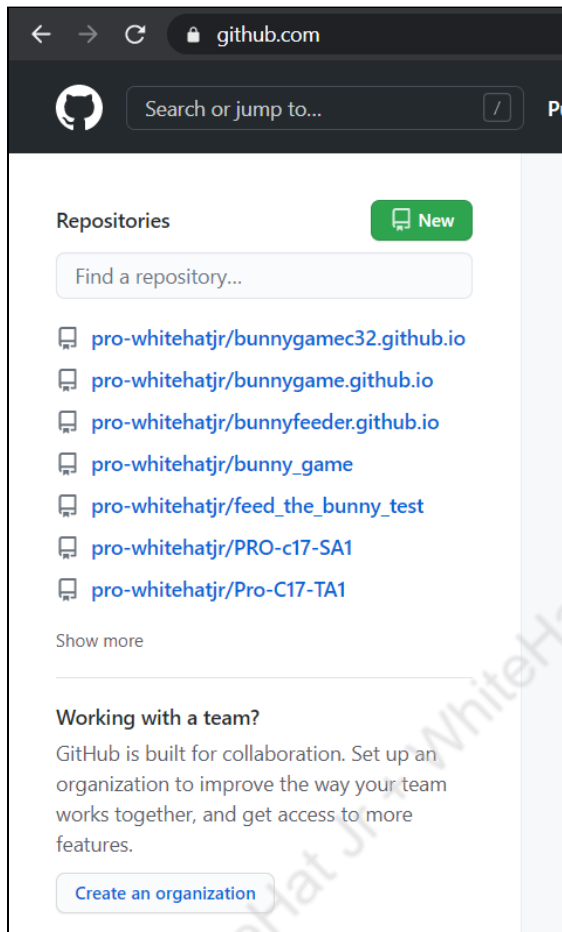
  <meta charset="utf-8">
</head>

<body>
  <script src="matter.min.js"></script>
  <script src="p5.play.js"></script>
  <script src="rope.js"></script>
  <script src="ground.js"></script>
  <script src="link.js"></script>
  <script src="sketch.js"></script>

</body></html>
```

Now to host the game on GitHub pages!

7. Create a new repository on **GitHub**.



8. Set the name of the file and check on the **Public** checkbox and also check to **Add a README file** checkbox.
  - Click on the **Create repository** button.


## Create a new repository

A repository contains all project files, including the revision history. Already have a project repository elsewhere? [Import a repository.](#)

---

Owner \*

Repository name \*


 pro-whitehatjr ▾

/ bunny\_feeder.github.io ✓


Great repository names are short, lowercase, and contain only numbers, letters, hyphens, and underscores. bunny\_feeder.github.io is available. ion? How about **laughing-happiness?**

Description (optional)

---

☒  **Public**

Anyone on the internet can see this repository. You choose who can commit.

☐  **Private**

You choose who can see and commit to this repository.

---

Initialize this repository with:

Skip this step if you're importing an existing repository.

☒ **Add a README file**


This is where you can write a long description for your project. [Learn more.](#)

☐ **Add .gitignore**

Choose which files not to track from a list of templates. [Learn more.](#)

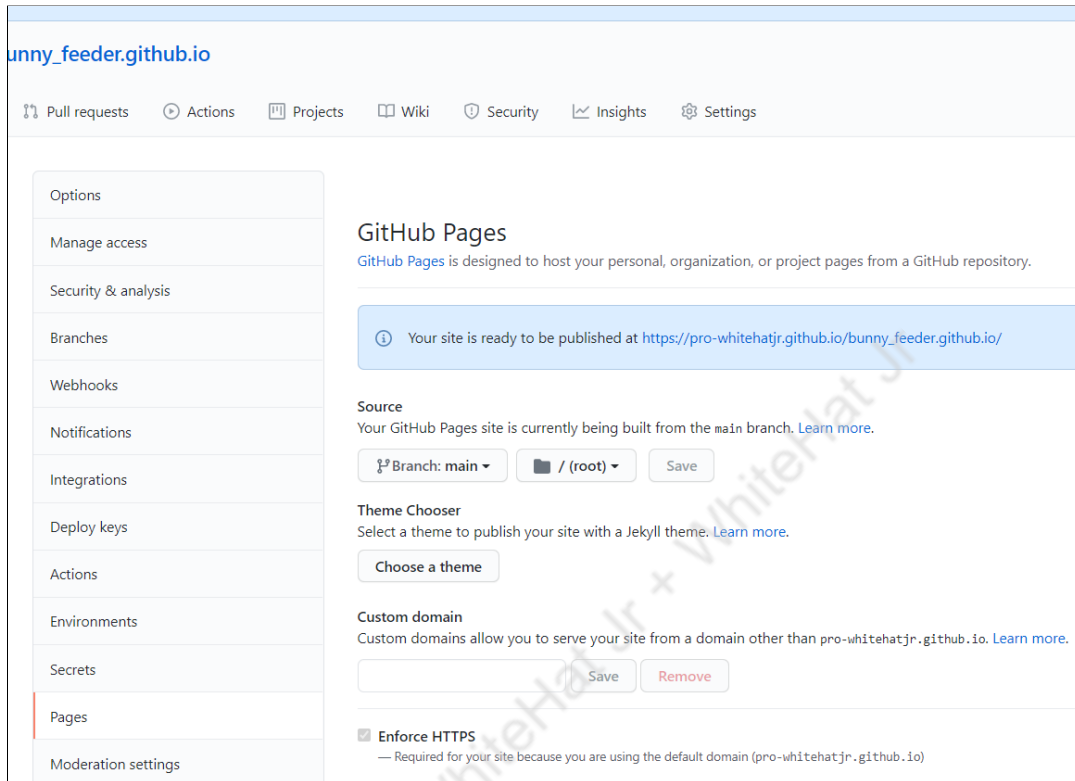
☐ **Choose a license**

A license tells others what they can and can't do with your code. [Learn more.](#)

This will set  **main** as the default branch. Change the default name in your [settings](#).

Create repository

## 9. Host the game on **GitHub** pages.



**bunny\_feeder.github.io**

Pull requests Actions Projects Wiki Security Insights Settings

Options  
Manage access  
Security & analysis  
Branches  
Webhooks  
Notifications  
Integrations  
Deploy keys  
Actions  
Environments  
Secrets  
**Pages**  
Moderation settings

### GitHub Pages

GitHub Pages is designed to host your personal, organization, or project pages from a GitHub repository.

*i* Your site is ready to be published at [https://pro-whitehatjr.github.io/bunny\\_feeder.github.io/](https://pro-whitehatjr.github.io/bunny_feeder.github.io/)

**Source**  
Your GitHub Pages site is currently being built from the main branch. [Learn more.](#)

Branch: main / (root) Save

**Theme Chooser**  
Select a theme to publish your site with a Jekyll theme. [Learn more.](#)

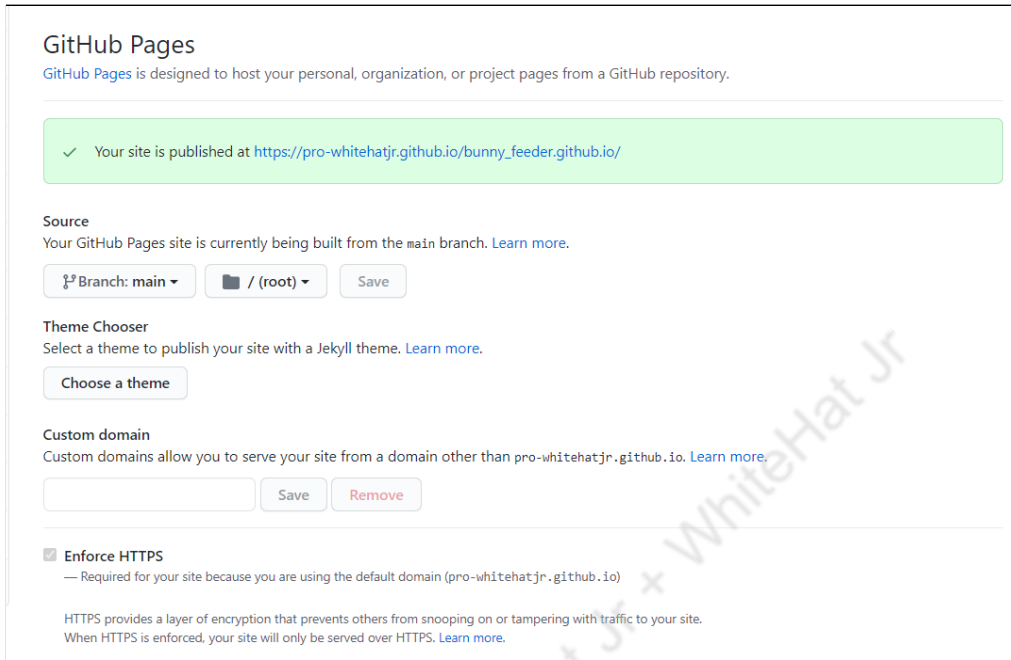
Choose a theme

**Custom domain**  
Custom domains allow you to serve your site from a domain other than pro-whitehatjr.github.io. [Learn more.](#)

Save Remove

☒ **Enforce HTTPS**  
— Required for your site because you are using the default domain (pro-whitehatjr.github.io)

10. Publish the game on the **GitHub** pages.



**GitHub Pages**  
GitHub Pages is designed to host your personal, organization, or project pages from a GitHub repository.

✓ Your site is published at [https://pro-whitehatjr.github.io/bunny\\_feeder.github.io/](https://pro-whitehatjr.github.io/bunny_feeder.github.io/)

**Source**  
Your GitHub Pages site is currently being built from the `main` branch. [Learn more.](#)

🔗 Branch: `main` ▾ 📁 / (root) ▾

**Theme Chooser**  
Select a theme to publish your site with a Jekyll theme. [Learn more.](#)

**Custom domain**  
Custom domains allow you to serve your site from a domain other than `pro-whitehatjr.github.io`. [Learn more.](#)

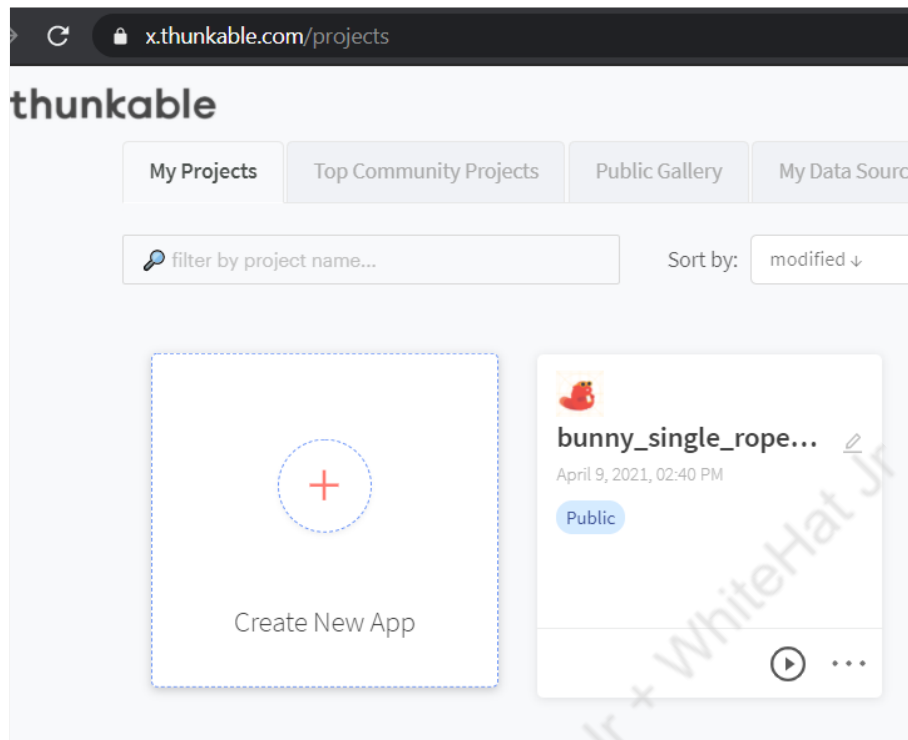
☒ **Enforce HTTPS**  
— Required for your site because you are using the default domain (`pro-whitehatjr.github.io`)

HTTPS provides a layer of encryption that prevents others from snooping on or tampering with traffic to your site. When HTTPS is enforced, your site will only be served over HTTPS. [Learn more.](#)

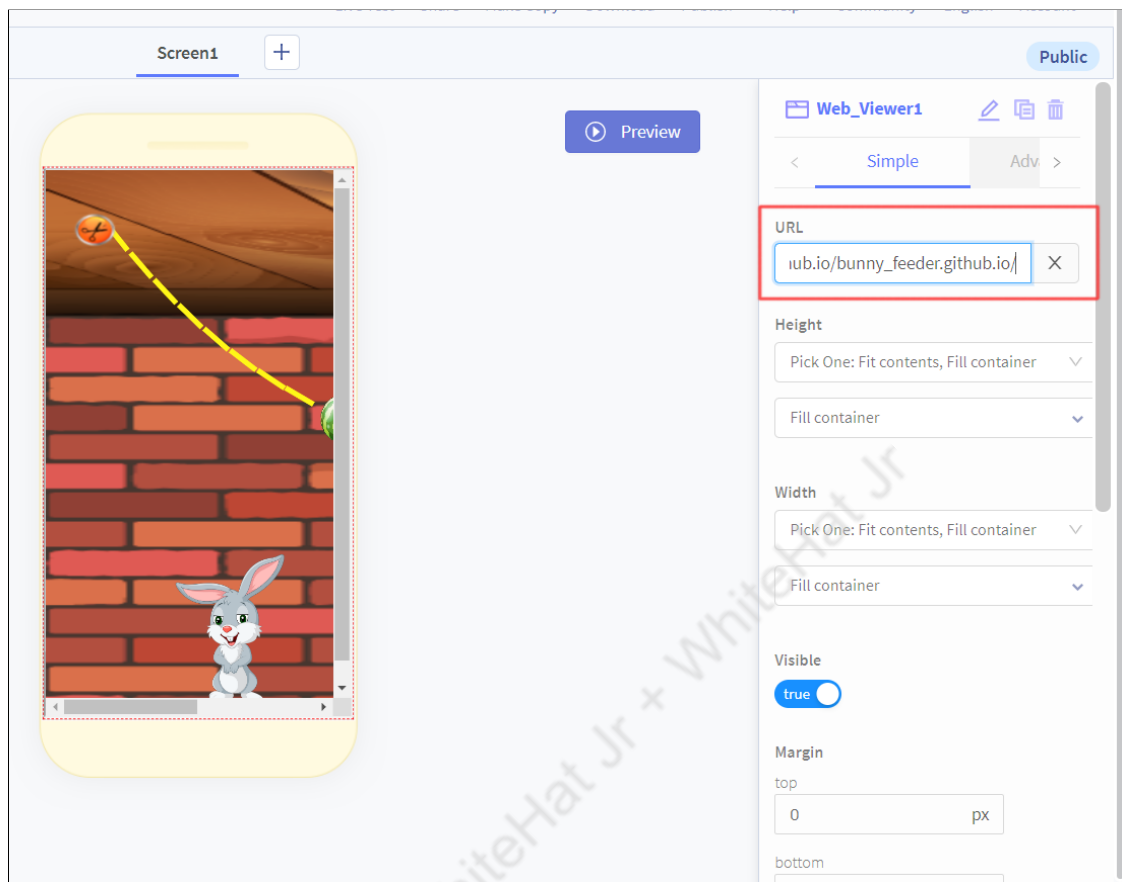
Now, finally to create an APK file to share with your friends.

11. Go to **thunkabe.com** and create a new app project.





12. Drag and drop the **Web Viewer** on the canvas and add the GitHub hosted link in the **URL** section.



You will receive the sharable file in your mail once you add the above GitHub pages link.

### What's next?

In the next class, we are going to add a challenge to collect the stars with fruit before it reaches the bunny.

### Expand your knowledge:

Learn more about including Mobile Touch functionality using JavaScript :

[https://developer.mozilla.org/en-US/docs/Games/Techniques/Control\\_mechanisms/Mobile\\_touch](https://developer.mozilla.org/en-US/docs/Games/Techniques/Control_mechanisms/Mobile_touch)

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