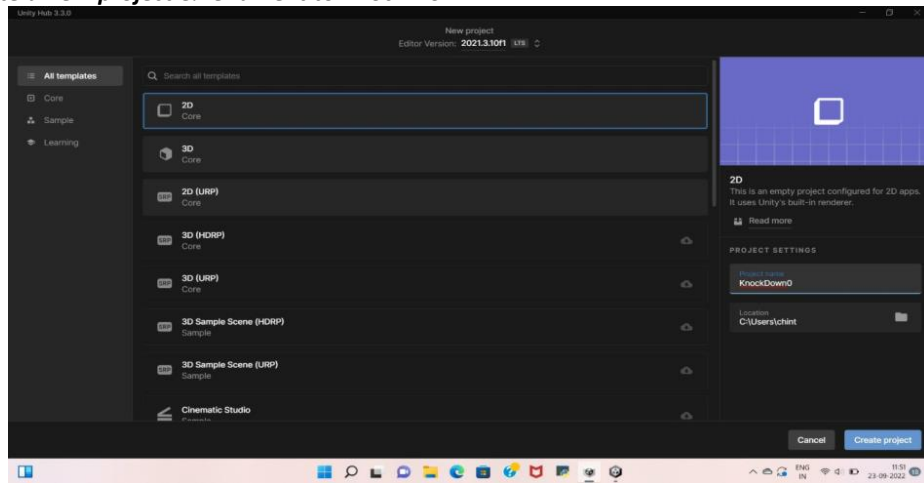


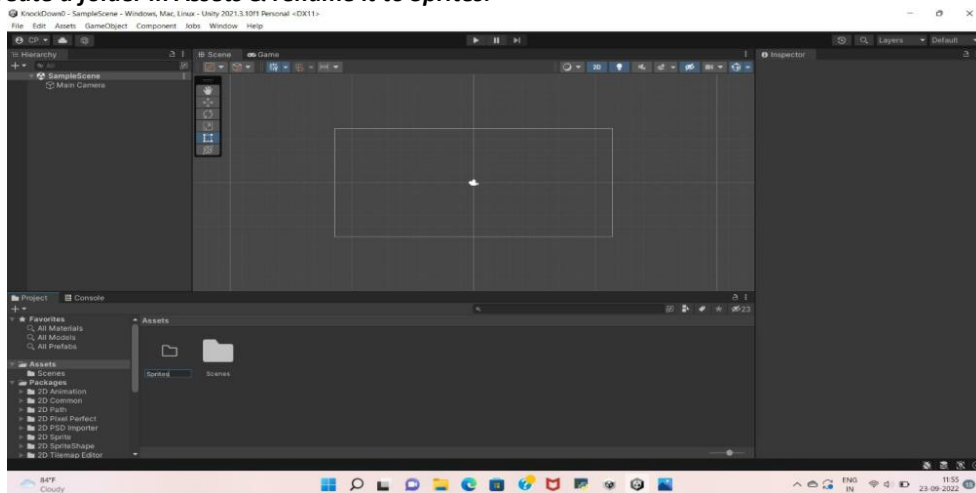
Unity Project

Aim :- Knock Down

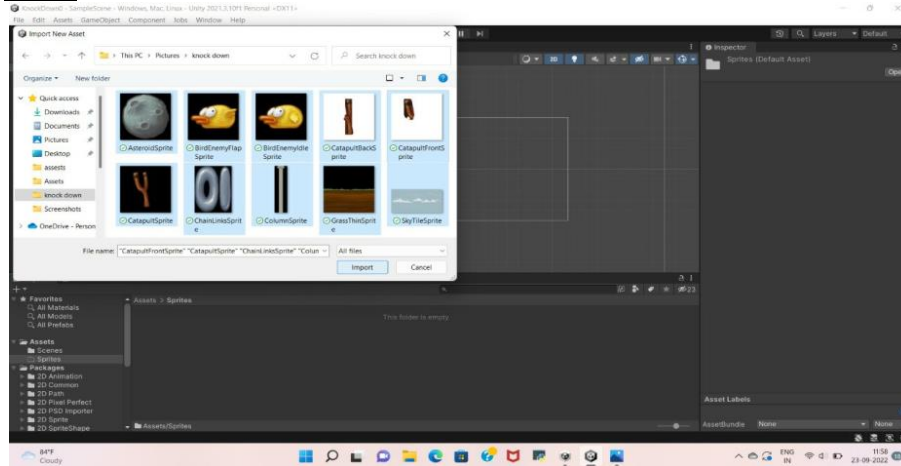
Step 1 :- Create a new project & rename it to Knock Down.



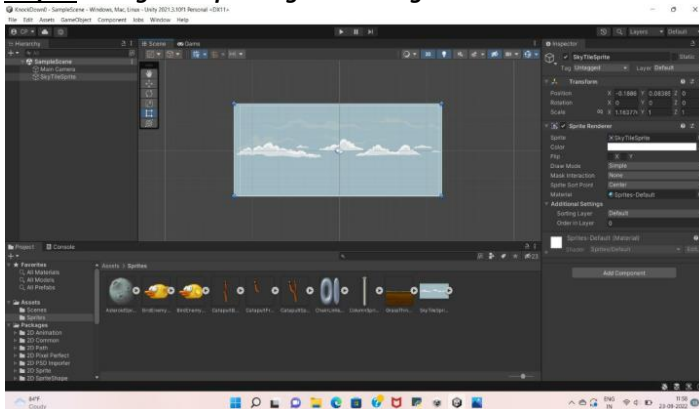
Step 2 :- Create a folder in Assets & rename it to Sprites.



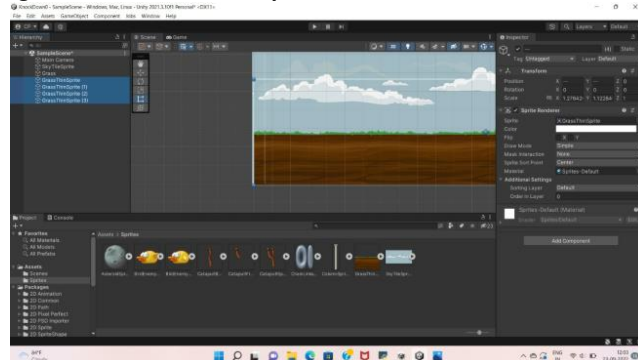
Step 3 :- Import all images into Sprites folder .



Step 4 :- Drag & drop background image into the scene.

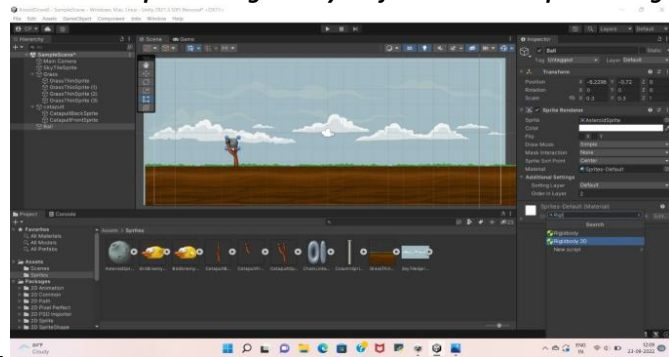


Step5:- Add grass over background and make its duplicates.



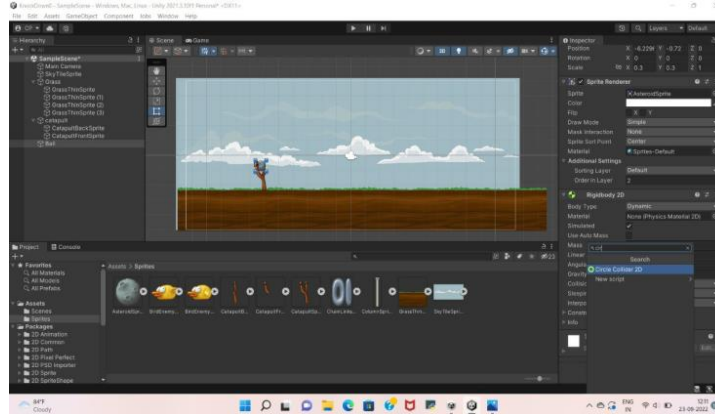
Step 6:- Drag & Drop catapult back and front in scene and rejoin them together

Step7:- Drag & Drop Ball in the Scene & Add component Rigid body 2D for Ball. In Component Rigid



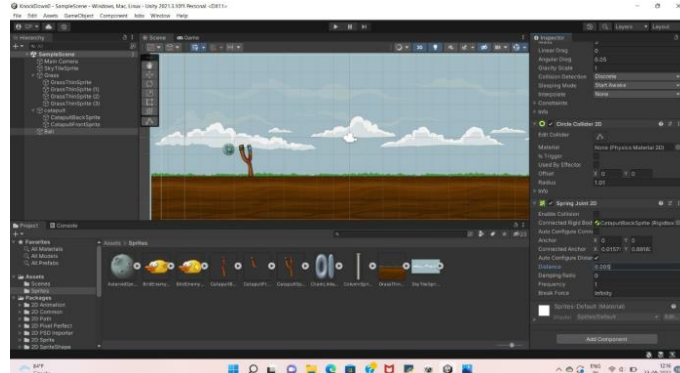
body 2D for ball Re-enter mass to 3.

Step8 :- Add Box Collider 2D Component for grass. Select all grass area with the Box Collider Marking.
Step9 :- Add Circle Collider 2D in component for Ball.



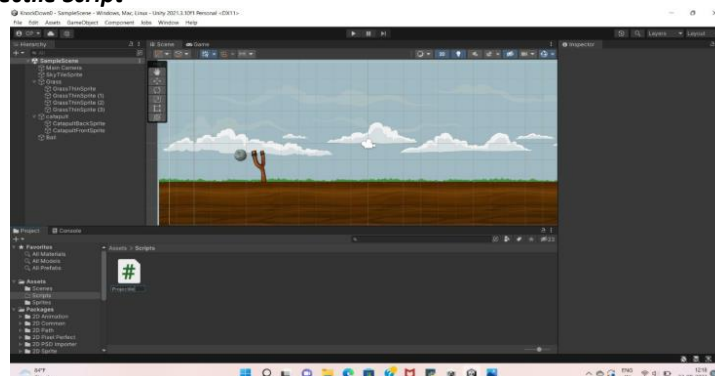
Select Circle Collider marking near the edges of the balls.

Step10:- Add Spring Joint 2D Component for Ball. Set 0.005 Distance for Ball in Spring Joint 2D.



Give path of CatapultBackSprite in Connect Rigid Body Textbox under Spring Joint 2D Component of Ball.

Step 11 :- code for projectile Script

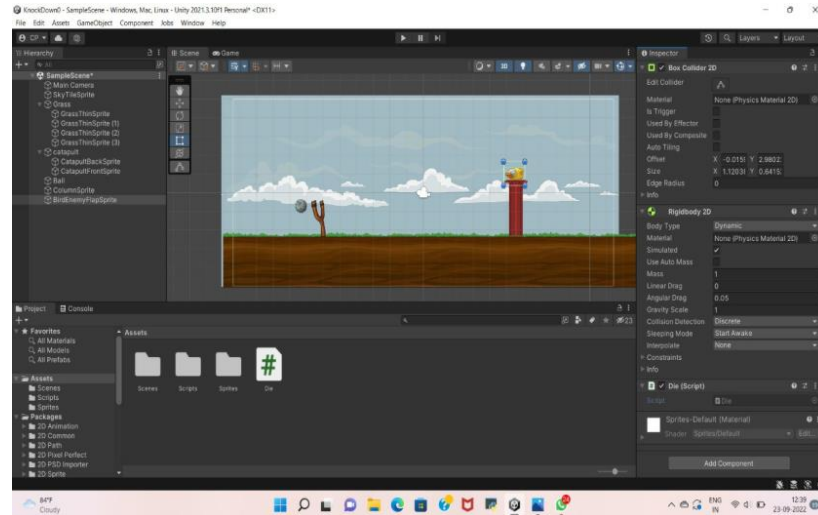


```

using System.Collections; using
System.Collections.Generic;
using UnityEngine;
public class Projectile : MonoBehaviour
{ private Rigidbody2D rb; private
  SpringJoint2D springJoint; private
  bool isPressed;
  // Start is called before the first frame update
  void Start()
  {
    rb = GetComponent<Rigidbody2D>();
    springJoint = GetComponent<SpringJoint2D>();
  }
  // Update is called once per frame
  void Update()
  { if (isPressed)
    {
      rb.position = Camera.main.ScreenToWorldPoint (Input.mousePosition);
    }
  }
  private void OnMouseDown()
{ isPressed = true;
  rb.isKinematic = true;
  }
  private void OnMouseUp()
  { isPressed = false;
    rb.isKinematic =
    false;
    StartCoroutine(Release());
  }
  IEnumerator Release()
  { yield return new WaitForSeconds(0.15f);
    GetComponent<SpringJoint2D>().enabled = false;
  }
}

```

Step 12 :- code for Die Script



using System.Collections; using
System.Collections.Generic;
using UnityEngine;
public class Die : MonoBehaviour

```
{
    public GameObject Bird;
    private void OnCollisionEnter2D(Collision2D collision)
    { if(collision.collider.tag == "Ground")
        {
            Destroy();
        }
    } private void
    Destroy()
    {
        Destroy(Bird);
    }
}
```

Output :-

