PROFESSIONAL

CRUMPLED BALLS - 2

WhiteHat Jr
Live Online Coding for Kids

INSTRUCTIONS:

Goal of the Project:

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

In this project, you will have to practice and apply what you have learned in the class and modify the blueprints of the objects in the Crumpled Ball Game.

** This project is dependent on concepts covered in Project 24. Please complete project 24 before attempting this project.

Story:

You want to inculcate the habit of throwing the waste in the trash bin in young individuals 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.

See a video of this in action here.

***This is just for your reference. We expect you to apply your own creativity in the project.**

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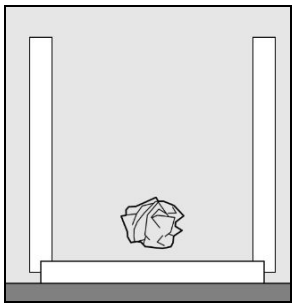
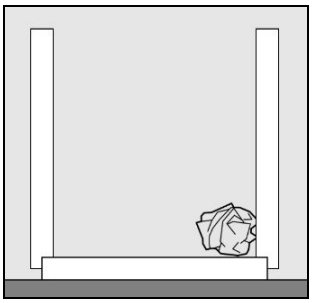
Getting Started:

1. Use your existing project created in Project 24.
2. Make modifications to the same project in **VS code**.
3. Start editing your code in **sketch.js**.

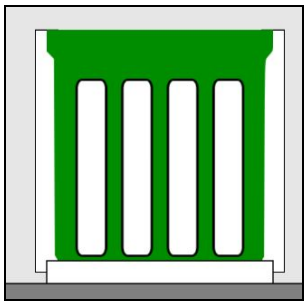
Specific Tasks to complete the Project:

1. Use this crumpled paper image and assign it to the paper class.
2. Set the **radius** of the **paper object** to **70**.
3. Adjust the size of the circle body and the size of the crumpled image so that it appears that the paper is touching the surfaces.
    - For example: In the images below, the paper ball on the left looks like it is floating. This is a because the size of the circular body should be smaller than the edges of the image, which is the case in the image on the right.





4. Modify the **dustbin class** to have this image assigned to it. The body created at the bottom will have this image.
5. Modify position of the **dustbin** class bodies after assigning the image to it.
6. In the image below, you can see the three bodies (left wall, right wall and base) of the dustbin class in white colors as rectangles.



7. **Modify the forces** applied to the **paper object** when the **up arrow** is pressed, so that the paper ball lands in the dustbin. See the video here on how this looks.
8. Make sure the project works before you submit it.

*Refer to the images given above for reference.

Submitting the Project:

1. Upload your completed project to your own github account.
2. Create a new repository named "**Project 25**".
3. **Upload** working code to this github repository.
4. Enable Github pages for the repository.
5. Copy the link to the github pages link in the Student Dashboard.

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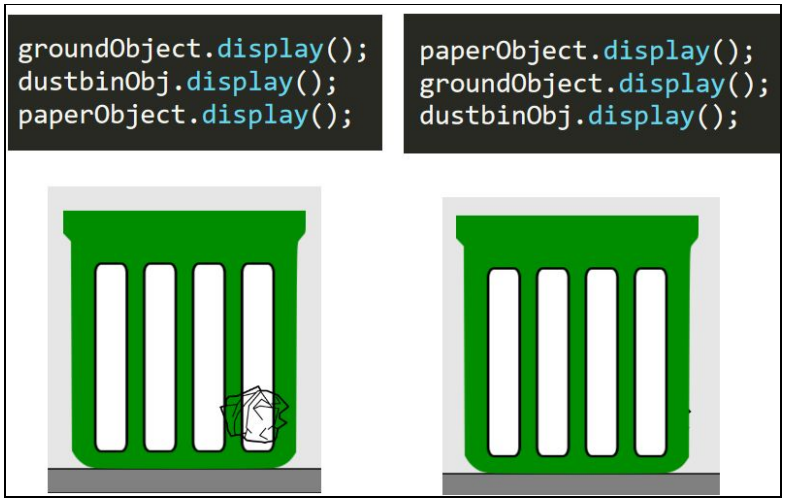
Hints:

1. By choosing the sequence in which things are drawn, it will become apparent to you that things drawn last are drawn on top of things drawn first.
    - For example: You may see an outcome like this. By drawing the paperObject first, you can ensure the dustbinObject will always draw on top of the paperObject, thereby making the trash can opaque. This will be a great way to debug how the crumpled paper is behaving inside the trash can.



REMEMBER... Try your best, that's more important than being correct.
After submitting your project your teacher will send you feedback on your work.

———— XXX ———— XXX ———— XXX ———— XXX ———— XXX ————