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FRUIT CATCHER - III

INSTRUCTIONS:

Goal of the Project:

In Class 41, you revised all the concepts learned in the Speed Racer game so far. You also learned how to create obstacles to make the game more difficult. In this project, you have to practice what you learned in the class to make some obstacles for the Fruit Catcher game.

** This is a continuation of Project 39, Project 40 so make sure to complete that before doing this project. **

Story:

Honey visited her grandparents, where there was a farm. Farmers were cutting fruits to harvest them. Her grandfather gave her the responsibility to collect these harvested fruits in a basket. Honey went with her cousin to the farm to collect the fruits. She really had fun collecting them and on her way back, she thought of creating an app to play with her cousin. To make the game more interesting she has added the game obstacles.

Let's see who collects more, Honey or her cousin. Here, you will make the game more challenging in this project by adding obstacles to the game.

Watch a video of this in action here.

Project Template Output


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Project Expected Output

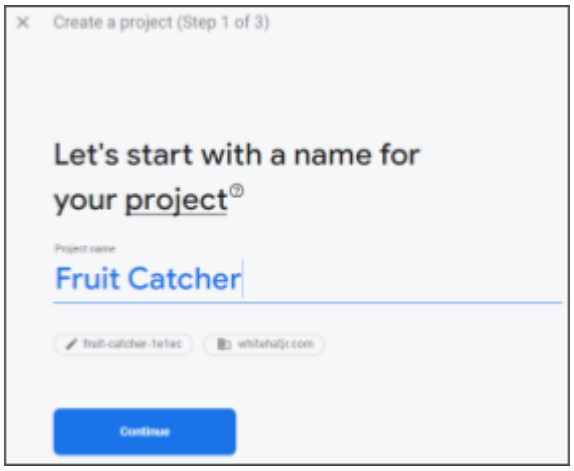

***This is just for your reference. We expect you to apply your own creativity to the project.**

Getting Started:

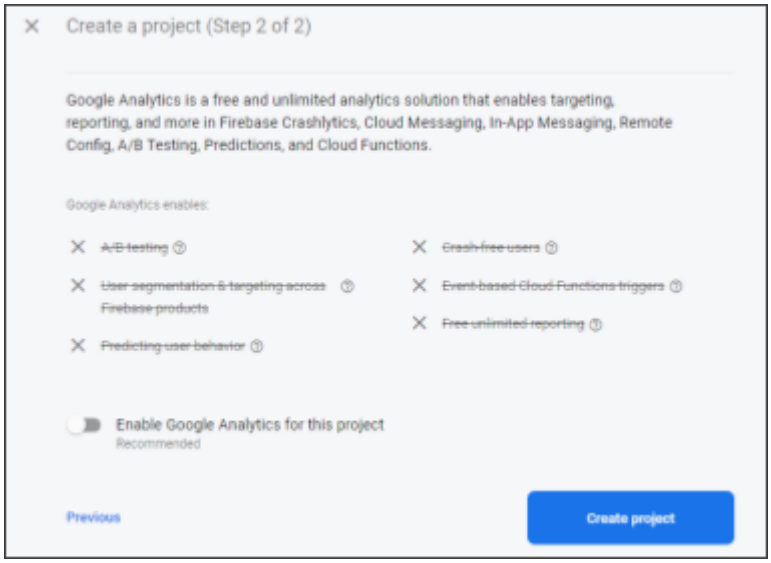
1. Download the project from this link.
2. **Unzip** the folder.
3. **Rename** the unzipped folder as **Project 41**.
4. **Import** this folder into **VS Code**.
5. Start making changes

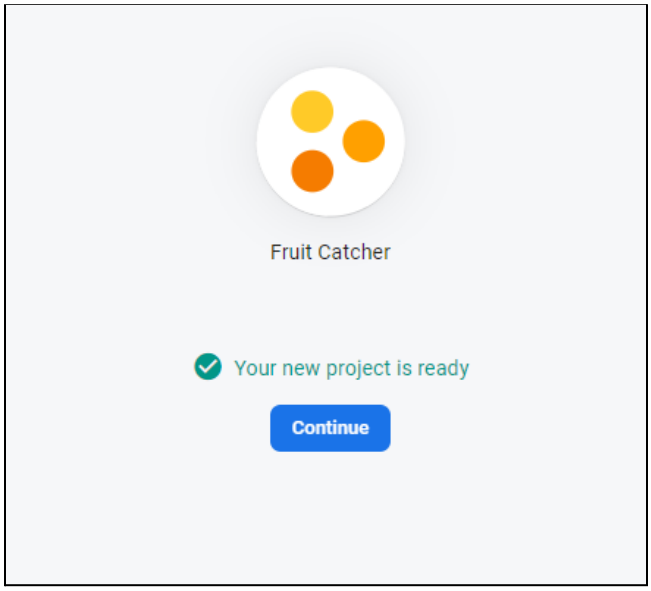
Specific Tasks to complete the Project:

1. Setup Firebase for the Project.
    - Go to your Firebase console and click on **Create a Project**.
    - Enter the name of the Project as **Fruit Catcher** Game.
    - Accept terms and click on **Continue**.

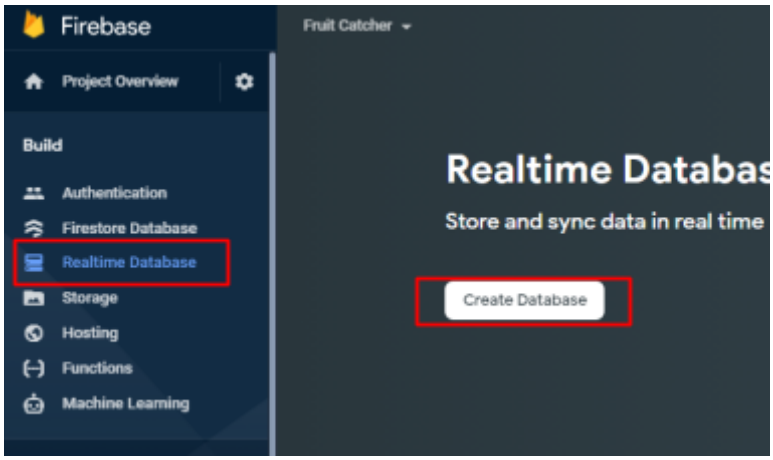


- **Disable the Google Analytics option**
- Click on **Create Project**

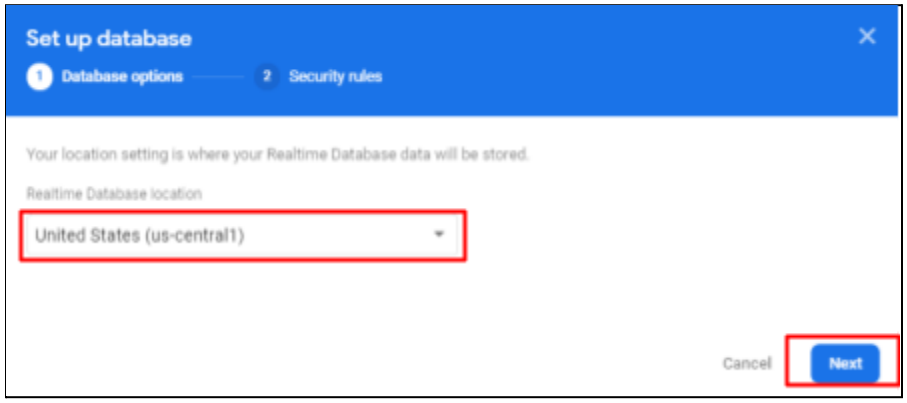




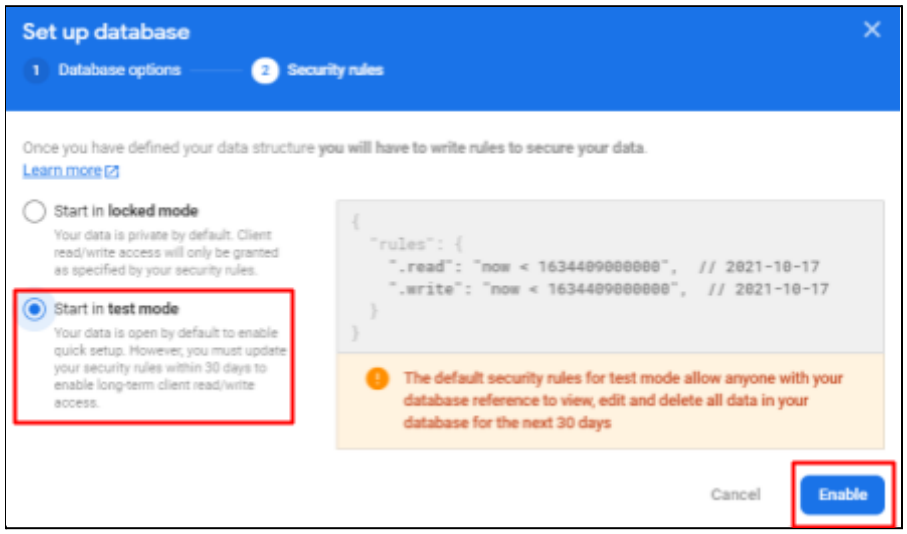
- On the left-hand side panel, click on **BUILD**
- Click on **Real-time Database** and then click on **Create Database**



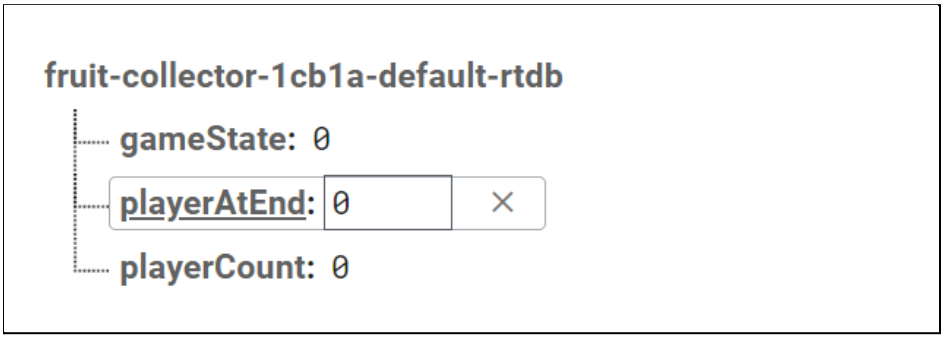
- Select **United States (us-central1)** in the **Setup Database** window.



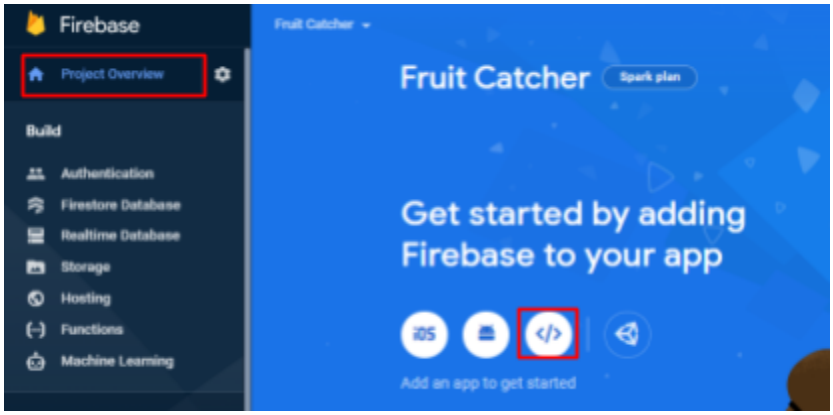
- To create a database in test mode, click on **start in test mode** and click on **Enable**.



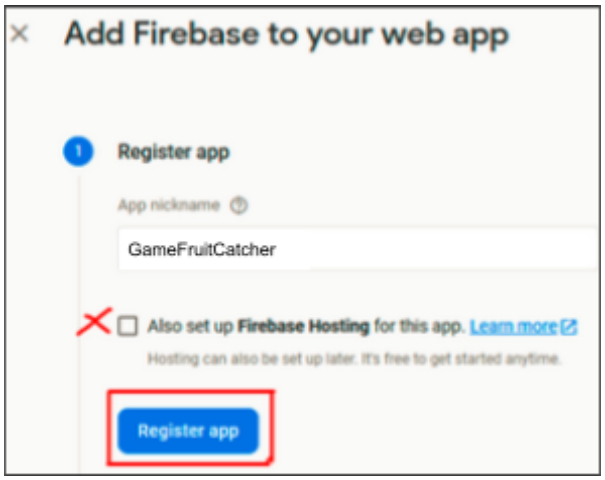
- Create a node in the **Database** as a **gameState, playerAtEnd,** and **playerCount**. Set **0** as the value for both the nodes.



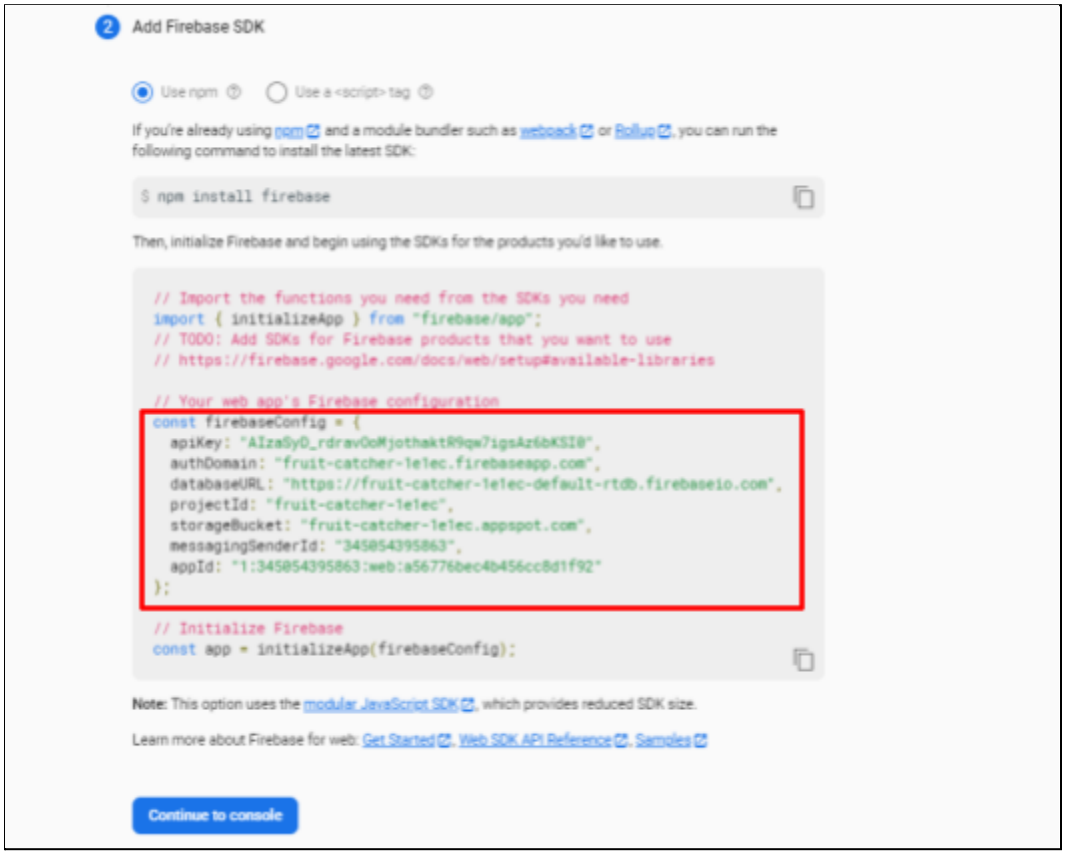
- On top of your left under **Project Overview**, and select the **Web option**.



- Register the app and **don't check** the Firebase hosting option.



- Add Firebase **SDK**.
    - Copy the content by clicking on the icon to the bottom right and paste it into the **index.html** file along with an src library for the Firebase database in VS.



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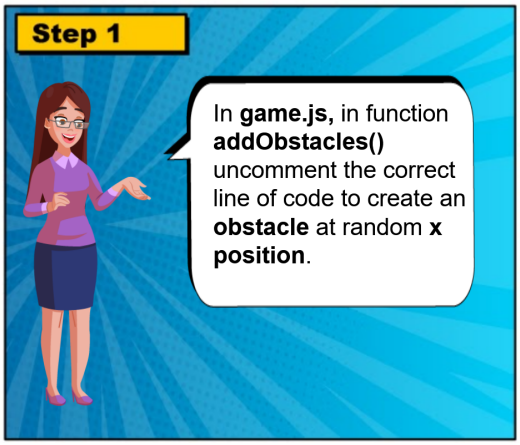
Specific Tasks to complete the Project: Specific Tasks to complete the Project:

The following table highlights instructions to be added to the project template. For each task, the code blocks are commented on, you have to **uncomment the correct block of code**.

Things to do:	Steps / Final output
	``` addObstacles() { var x, y; //x= 200; //x = random(0, width-100); //x = random(0); //x = random(); ```
	``` if(obstacleGroup.isTouching(players)){ // gameState = 0; // gameState = 1; // gameState = 2; // gameState = 3; } ```

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Submitting the Project:

1. **Upload** your completed project to your **GitHub** account. **Here is a video on how to do this:** https://vimeo.com/561338335/aa2b0db66e

2. Enable **GitHub** pages for the repository. After you have done this step, wait for a few minutes for the website for your project to be live. **See the video given below:** https://vimeo.com/561338446/a7e3084fb4

3. Copy the link to the GitHub pages link in the Student Dashboard.

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 ————