**IMP NOTE FOR CLASS 24**

**Remove the P5.play.js library from index.html**

Because we are using matter.js library here and if we use both libraries will conflict.

**Also refer YOUTUBE video of demo class as reference.**

**Under sketch file**

ground = new Ground(200,height,400,20)

**They have written height for Ground 2nd parameter.**

**So that it should take height of canvas as y position.**