

**INSTRUCTIONS:****Goal of the Project:**


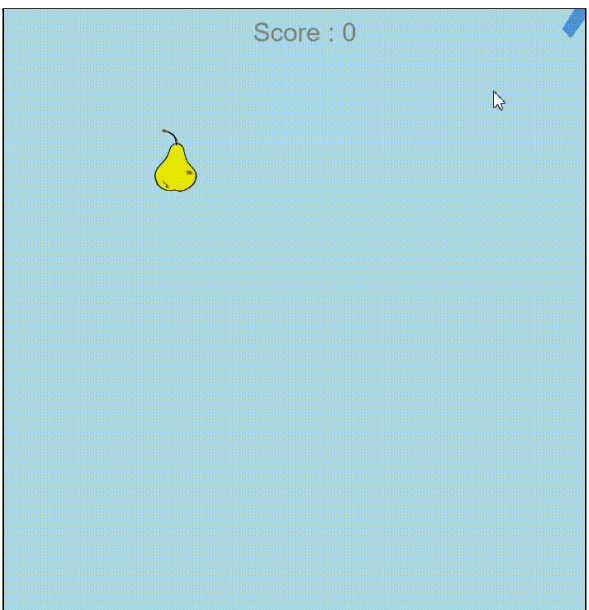
In class 16, you have learned how to increase the game's speed by increasing the velocity of the ground and obstacles after a certain score and adding sound when the Trex jumps and dies.

In this project, you have to apply what you have learned in the class and create a Fruit Cutting game by adding sound effects to make the game more interesting and increase the velocities of fruits and monsters when the score reaches a certain point.

**Story:**

Sheena is learning new culinary skills every day. While searching on the internet for more ways of decorating and cutting fruits, she came across an interesting game to cut fruits. She really liked it.

Help her create this fun Cut the fruits game.

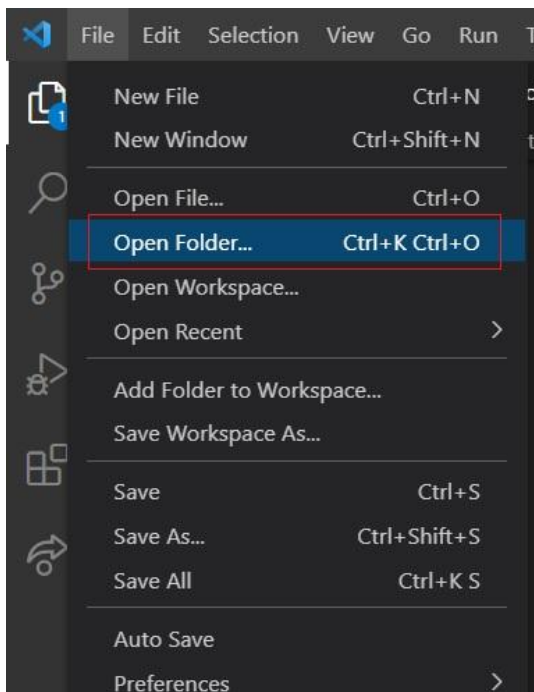
| Project Template Output   | Project Expected Output  |
|---|--|
|  |  |

### Getting Started:

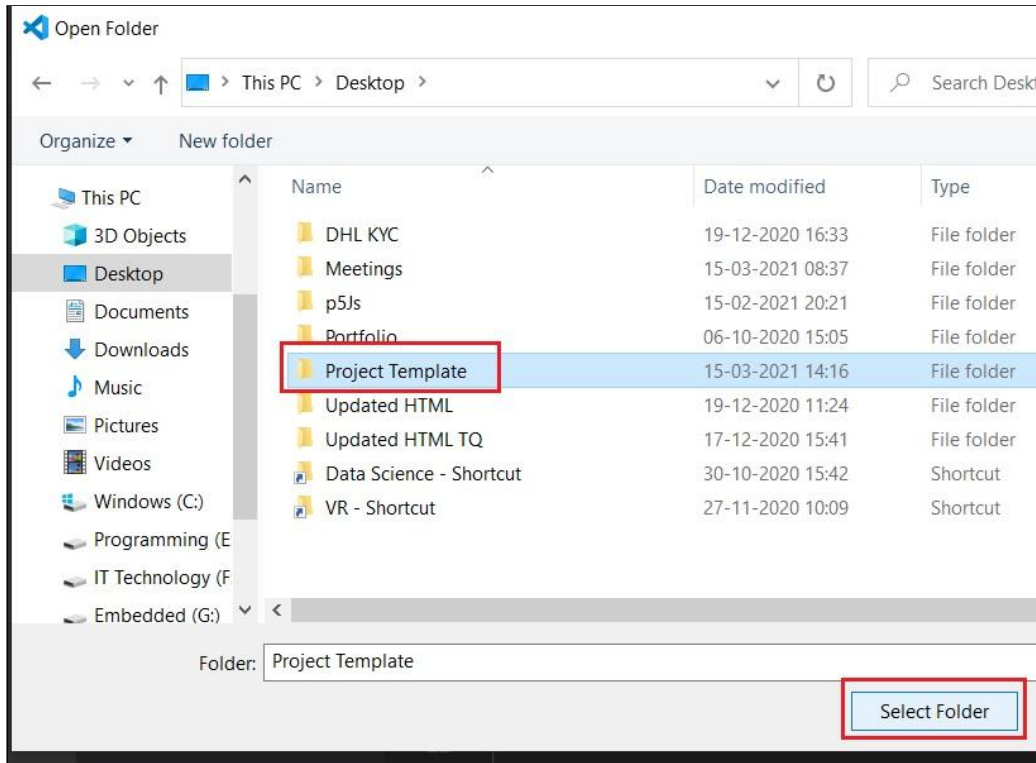
1. Click on the following link: [Project Template](#)
2. Download the zipped folder.
3. Unzip the folder and save as **Project 16**.
4. Open VS code editor.



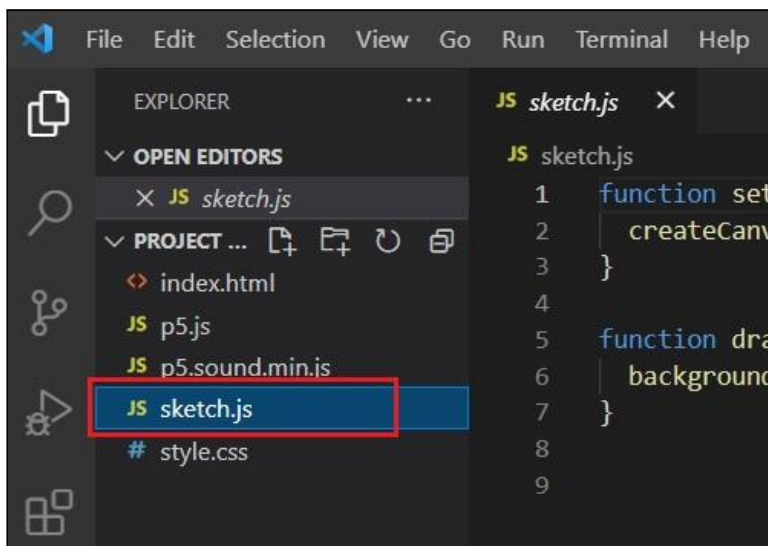
5. Click on “File”.
6. Click on “Open Folder”.



7. Select your Project Template folder/Project16.





8. Start writing code in the **sketch.js** file.



9. Click on “**Save**” under the **File menu** to save your project or **Command+s on Mac** and **CTRL+s on Windows** systems.

Specific Tasks to complete the project :

| Things to do  | Code Blocks  |
|---|--|
| <p><b>Step 1</b></p>  <p>In <b>sketch.js</b>, uncomment the correct <b>if</b> block to <b>play</b> the <b>knifeSwooshSound</b> when the <b>fruitGroup</b> is touching the knife sprite.</p> | <pre>// knifeSwooshSound.play(); // knifeSwooshSound.play; // knifeSwooshSound(); // knifeSwooshSoundplay();</pre> |
| <p><b>Step 2</b></p>  <p>In <b>sketch.js</b>, uncomment the correct block of code to increase the <b>score</b> by <b>2</b> everytime knife touches <b>fruitGroup</b>.</p>                  | <pre>// score=score; // score=+2; // score=2; // score=score+2;</pre>  |

**Step 3**

In **sketch.js**, uncomment the correct block of code to **increase** the velocity of the **Fruits** every time the score reaches 4.

```
// fruit.velocityX= (7+(score/4));  
// fruit.velocityY= (7+(score));  
// fruit.velocity= (7+(score/4));  
// fruit.velocityX= (7);
```

**Step 4**

Make sure your project works before you submit it.

**Submitting the Project:**

1. **Upload** your completed project to your **GitHub** account.

2. Enable **GitHub** pages for the repository.
3. Copy and paste the link to the **GitHub** pages on the **Student Dashboard > Projects panel** against the correct Class Number.

**REMEMBER...** Try your best, that's more important than being correct.

After submitting your project your teacher will send you feedback on your work.

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