

INSTRUCTIONS:

Goal of the Project:

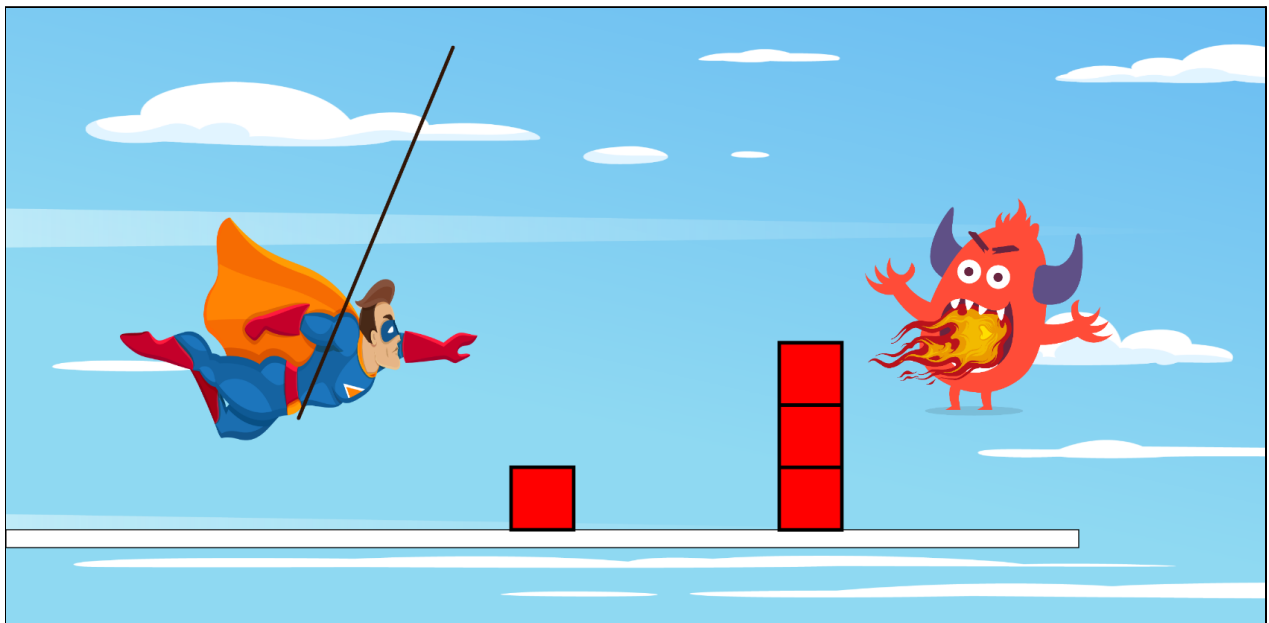
In class 34, you reviewed all the concepts we have covered so far in working with Matter.js and using Classes to create Angry Birds Game.

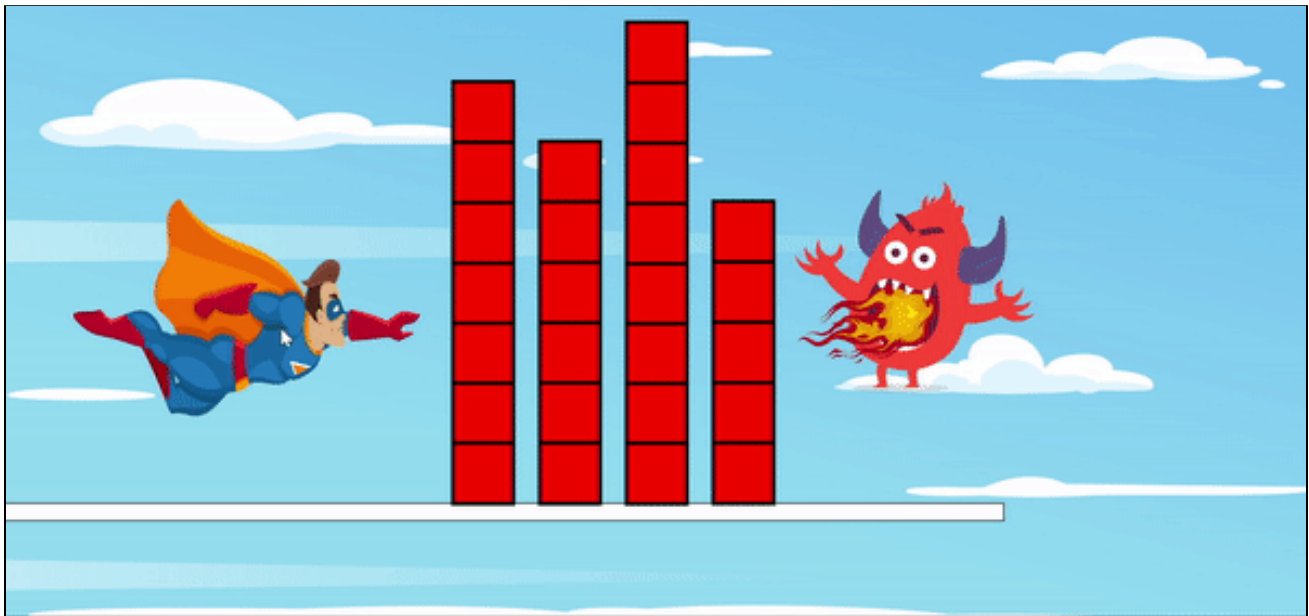
In this project, you will apply what you have learned in the class to create a monster killing game by a superhero.

Story:

Yohaán loves playing video games. And there he was playing a game in which a hero kills the monster with his great power. So, he decided to create a short animated game for himself. And in creating this game he needs your help. Can you help him?

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.**

Getting Started:

1. Download the images from [here](#).
2. Use the template on GitHub, available for download [here](#).
3. **Unzip** this folder, rename the unzipped folder as **Project-34**.
4. **Import** this folder into **VS Code**.
 - Click on file -> Open Folder -> Select the folder that we renamed in the correct location.
5. Start editing your code in **sketch.js**.

Specific Tasks to complete the project:

1. We have already created Game design for you in the project template.
2. Add the mouse function to drag the hero with the mouse.
3. Create multiple objects for the Block class and pass different x,y, width, and height so that blocks can be created in a stack form.
4. Hide the Fly rope by setting **strokeWeight** as 0 in Fly class.
5. Make sure the project works before you submit it.

Submitting the Project:

1. Upload your completed project to your own GitHub account.
2. Create a New Repository named “**Project 34**”.
3. **Upload** working code to this GitHub repository.
4. Enable GitHub pages for your repository.
5. Copy the link to the GitHub pages link in the Student Dashboard.

Hints for the project:

1. You can use the code given below to drag hero using the mouse:

```
function mouseDragged() {  
    Matter.Body.setPosition(hero.body, { x: mouseX, y: mouseY });  
}
```

2. You can use the code given below to hide the fly rope.

```
strokeWeight(0);
```

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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