

## INSTRUCTIONS:

### Goal of the Project:

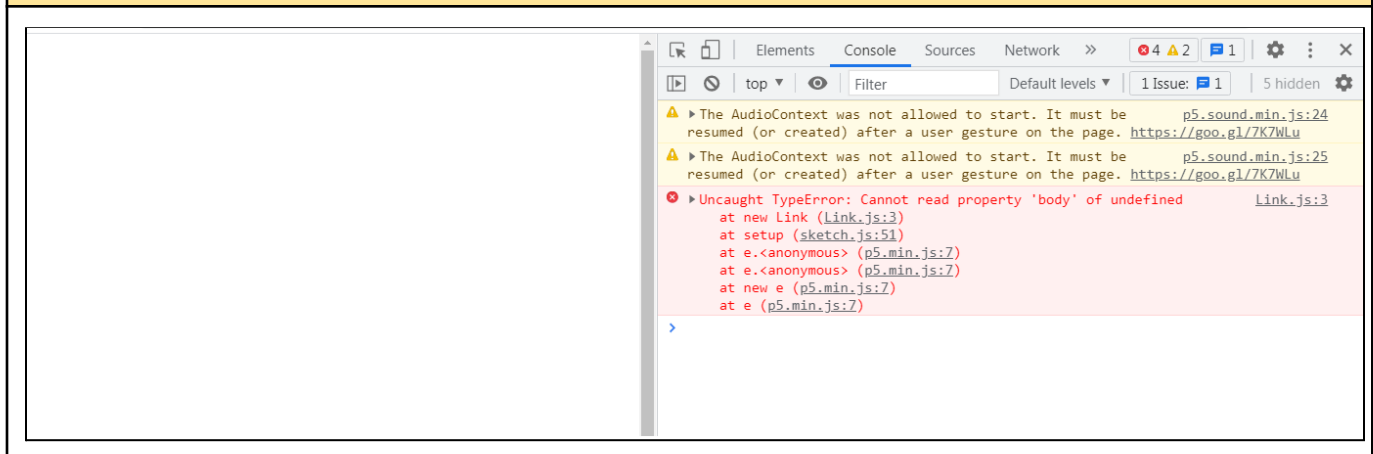
In Class 29, you learned to create a Ground class; you also created a rope object and attached a fruit to a rope using constraints. In this project, we are going to create the stone, base, and link class. We will also join the bridge using constraints and stack it with stones.

### Story:

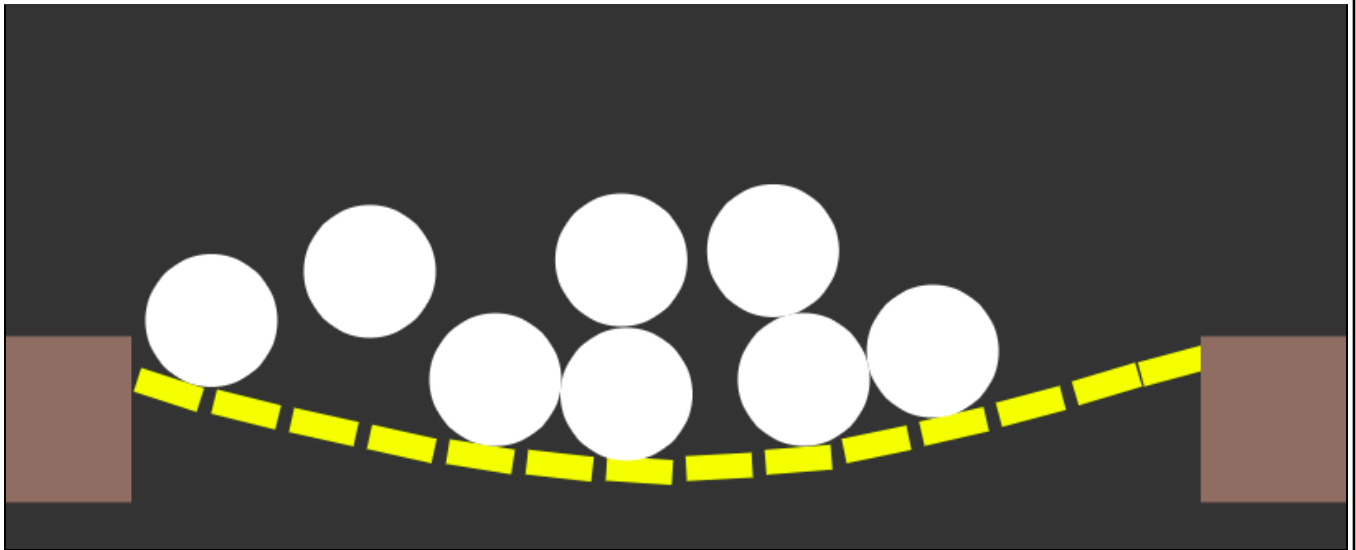
Far away, there is a village that is always troubled by a zombie. The only way to kill the zombie is to drop a stone on its head. You have been observing that the zombie travels under the bridge to get to the village. So you plan to stack the bridge with stones and drop it on the zombie when it comes under the bridge.

In this project you have to work on the code and get the expected output as shown below in the image.

### Project Template Output



Project Expected Output



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

**Getting Started:**

1. Use the template on GitHub, available for download on this [link](#).
2. Unzip this folder.
3. Rename the unzipped folder as **Project 29**.
4. Import this folder into **VS Code**.
5. Start editing your code in **Sketch.js**.

## Specific Tasks to complete the Project:

## Steps and Code Blocks

## Step 1



In **sketch.js**,  
uncomment the correct  
block of code to create a  
**bridge** using the **Bridge**  
**class** and a **jointPoint**  
using the **Base class**.

```
/*bridge = new Bridge(15, { x: width / 2 - 400, y: height / 2 });  
jointPoint = new Base(width - 600, height / 2 + 10, 40, 20, "#8d6e63", true);*/
```

```
/*bridge = new Base(15, { x: width / 2 - 400, y: height / 2 });  
jointPoint = new Base(width - 600, height / 2 + 10, 40, 20, "#8d6e63", true);*/
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/*bridge = new Base(15, { x: width / 2 - 400, y: height / 2 });  
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/*bridge = new Bridge(15, { x: width / 2 - 400, y: height / 2 });  
jointPoint = new Bridge(width - 600, height / 2 + 10, 40, 20, "#8d6e63", true);*/
```

**Step 2**

In **sketch.js**, uncomment the correct block of code to Pass the **bridge.body** and **jointPoint** in **Matter.Composite.add()**.

```
//Matter.Composite.add(bridge.body, jointPoint);  
  
//Matter.Composite.add(jointPoint);  
  
//Matter.Composite.add(jointPoint, bridge.body);  
  
//Matter.Composite.add(bridge.body);
```

**Step 3**

Make sure the project works before you submit it.

### Submitting the Project:

1. Create a new repository named **"Project 29"**.
2. **Upload** your completed project to your **GitHub** account.
3. Copy and paste the link to the **GitHub** repository 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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