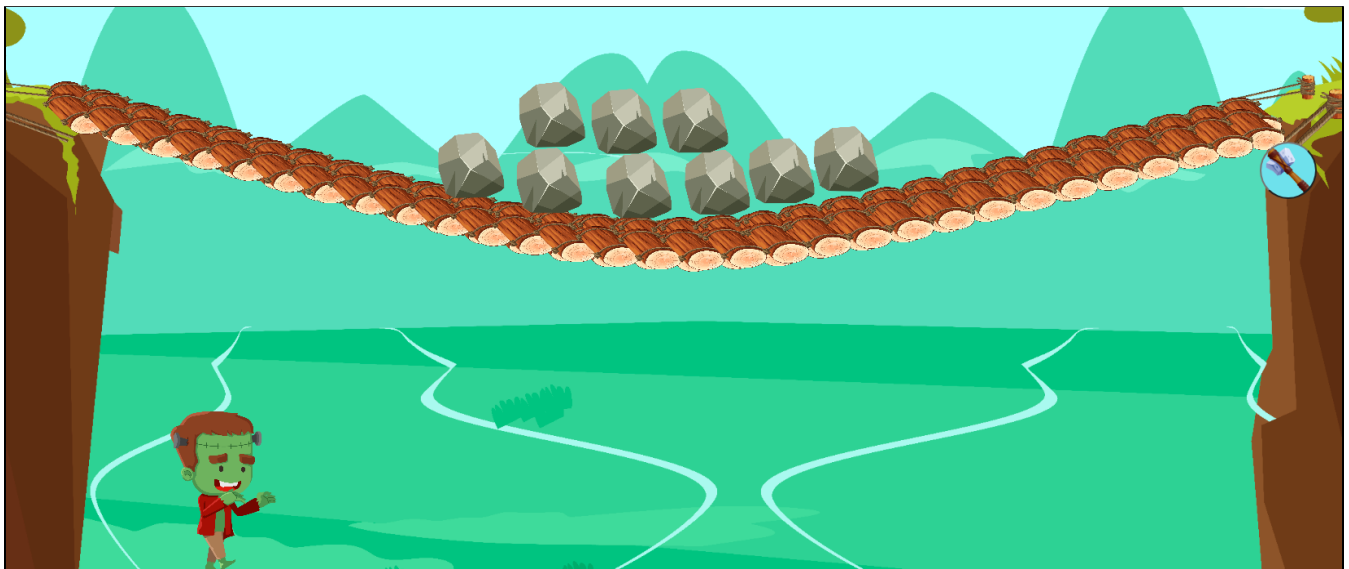## INSTRUCTIONS:

_____

Goal of the Project:

In Class 30, you learned to create a function to drop the fruit from the rope. You also created a bunny sprite and added a background image. In this project, you will use similar concepts to create a zombie, add an image to the zombie, stones, bridge, and background. Also, add a button which when pressed, the bridge will collapse, releasing the stones on the zombie.

* This is a continuation of Project 29. Make sure to complete that project before attempting this one.
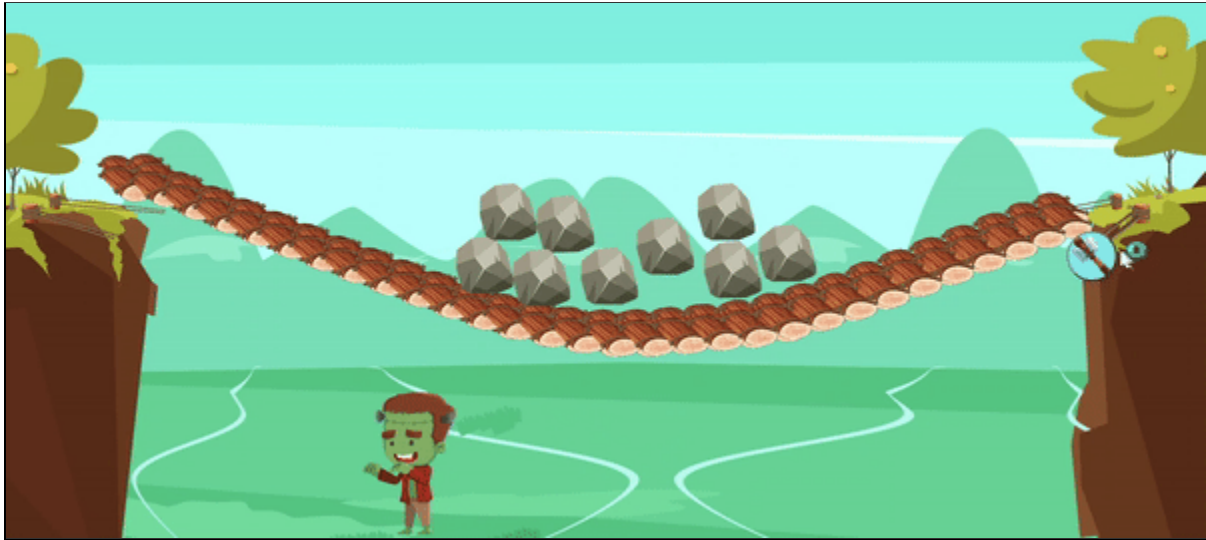
Story:

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 in 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.

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 30**.
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 call the **handleButtonPress()** function on the **mousePressed** property of the button.

```
//breakButton.mouseClicked(handleButtonPress);
//breakButton.mousePressed(handleButtonPress);
//breakButton.mouse(handleButtonPress);
//breakButton.mousePressed(ButtonPress);
```

Step 2

In the **handleButtonPress()** function of **sketch.js**, uncomment the correct block of code to **detach()** the **jointLink and** use the **setTimeout()** function to call the **bridge.break()** after 5 seconds.

```
/* jointLink=dettach();
setTimeout(() => {
  bridge.break();
}, 1500); */
```

```
/* jointLink.dettach();
setTimeout(() => {
  break();
}, 1500); */
```

```
/* jointLink.dettach();
setTimeout(() => {
  bridge.break();
}, 5); */
```

```
/* jointLink.dettach();
setTimeout(() => {
  bridge.break();
}, 1500); */
```

Step 3

Make sure the project works before you submit it.

Submitting the Project:

1. Create a new repository named **"Project 30"**.
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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