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CRUSH THE ZOMBIE-3

WhiteHat Jr
Live Online Coding for Kids

INSTRUCTIONS:

Goal of the Project:

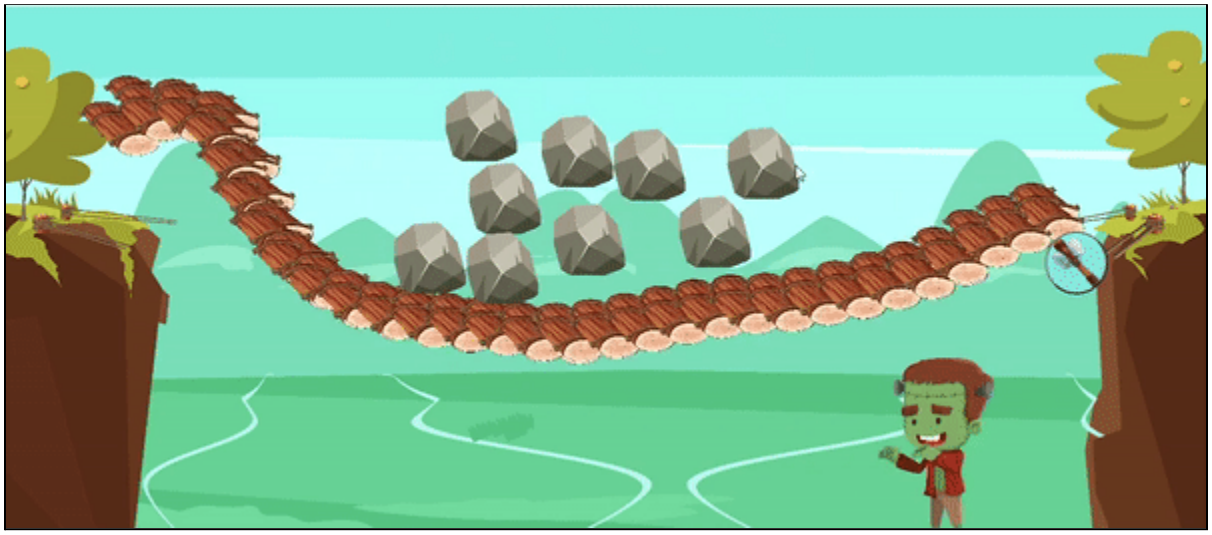
In class 31 we learned to detect the collision between the bunny and the fruit using the **dist()** function. In this project, we will detect the collision between the stones and zombies. Set the sad zombie image when the distance between the zombie and stone is less than 50.

* This is a continuation of Project 29 and Project 30. Make sure to complete those projects 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 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.

Project Template Output



Project Expected Output

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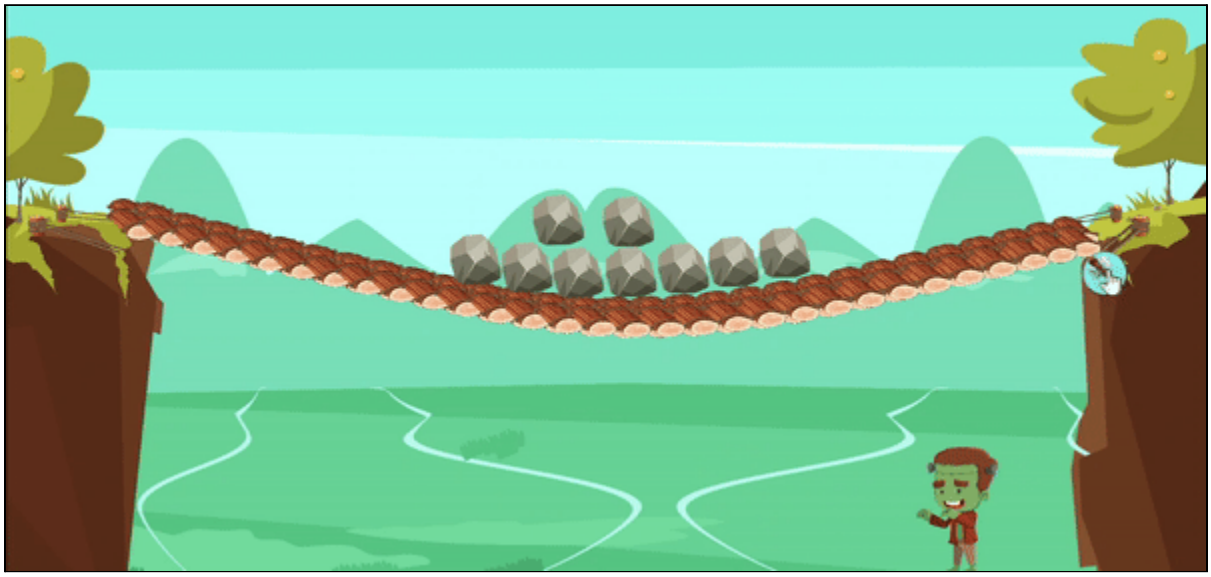

This is just for your reference. We expect you to apply your own creativity to the project.

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 31**.
4. Import this folder into **VS Code**.
5. Start editing your code in **Sketch.js**.

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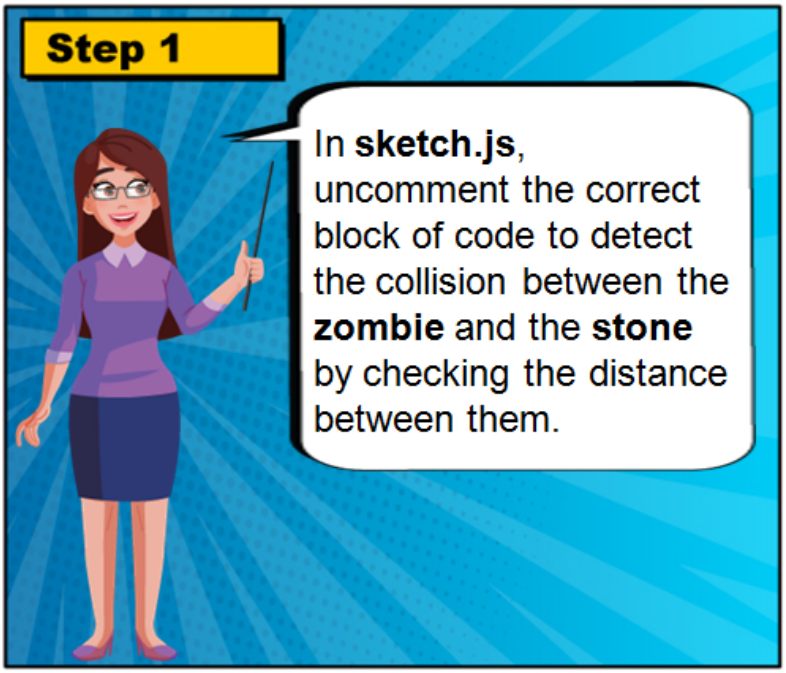
Specific Tasks to complete the Project:

Steps and Code Blocks




```
//var distance = dist(zombie.position.x, zombie.position.y, pos.x, pos.y);
//var distance = dist(zombie.position.x, zombie.position.y);
//var distance = dist(pos.x, pos.y);
//var distance = dist(zombie, pos);
```

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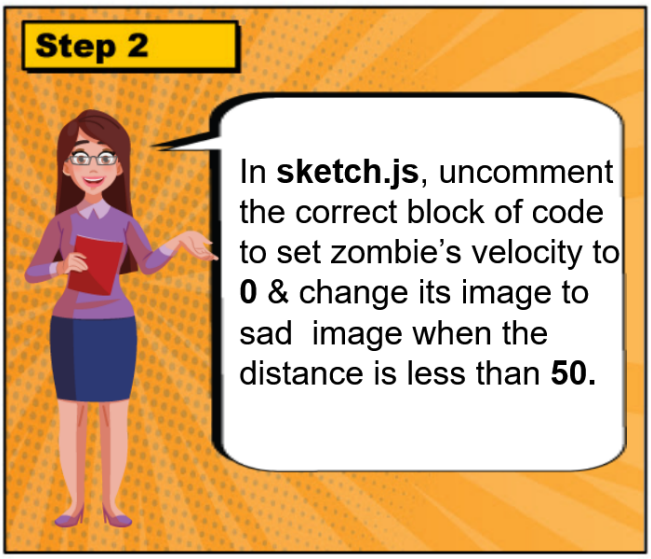


```
/*if (distance >= 50) {
  zombie.velocityX = 0;
  Matter.Body.setVelocity(stone.body, { x: 10, y: -10 });
  zombie.changeImage("sad");
  collided = true;
}*/
```

```
/*if (distance <= 50) {
  zombie.velocityX = 0;
  Matter.Body.setVelocity(stone.body, { x: 10, y: -10 });
  zombie.Image("sad");
  collided = true;
}*/
```

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```
/*if (distance <= 50) {
  zombie.velocityX = 0;
  Matter.Body.setVelocity(stone.body, { x: 10, y: -10 });
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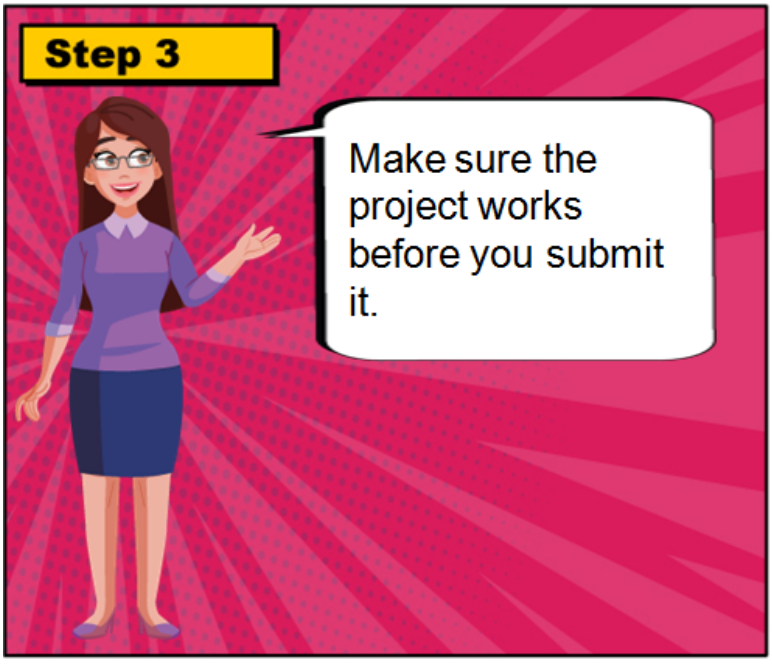

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Submitting the Project:

1. Create a new repository named **“Project 31”**.
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.

——————— **xxx** ——————— **xxx** ——————— **xxx** ——————— **xxx** ——————— **xxx** ———————