

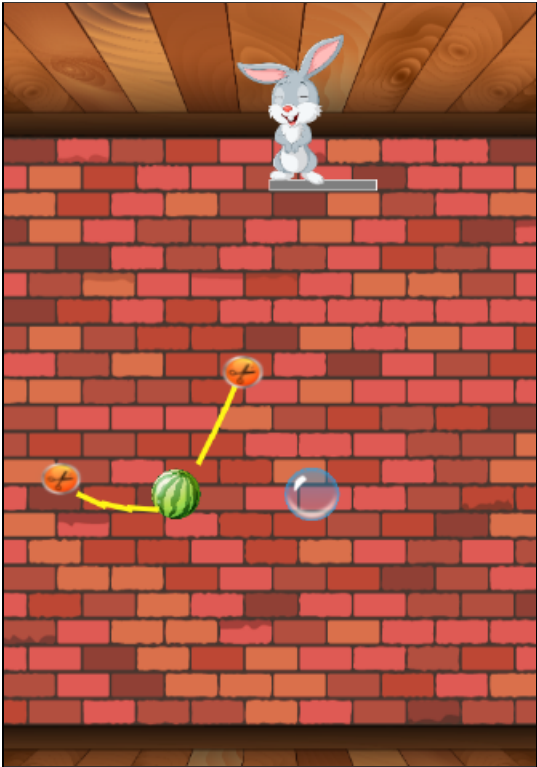
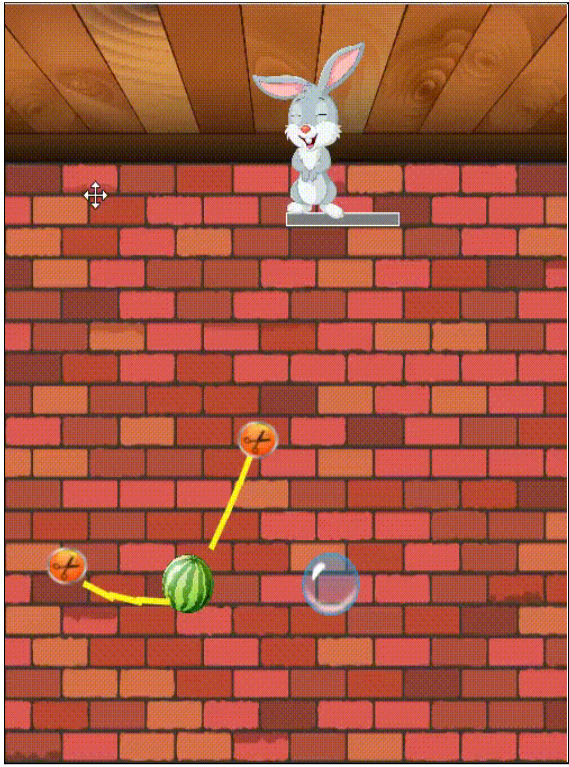
## INSTRUCTIONS:

### Goal of the Project:

In this project, we will add another challenge to the “Feed the Bunny” game, in which you should place the bunny at the top and the fruit should be hung with two ropes. If the user clicks on the bottom left button, the fruit should swing and hit the bubble. After which the bubble along with the fruit in it should float upwards. If the fruit collides with the bunny, the bunny will eat the fruit.

### Story:

One day, Jenny saw her friend Sara was playing the Feed the Bunny game. Jenny noticed the game was too easy for Sara. When she got home, she thought of creating a better challenge to the game. Can you help her with this?


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 33**.
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	
<div><b>Step 1</b></div> 	<p>In <b>sketch.js</b>, uncomment the correct block of code to add a <b>button</b> to cut the <b>rope</b> on the left side.</p> <pre>//button2.Clicked(drop);  //button2.mousePress(drop);  //button2.mouseClick(drop);  //button2.mouseClicked(drop);</pre>

## Step 2



In **sketch.js**, uncomment the correct block of code to play bunny's eat animation hen the fruit collision with the bunny is detected.

```
//bunny.change('eating');  
  
//bunny.changeAnimation('eating');  
  
//bunny.changeAnimation();  
  
//bunny.Animation('eating');
```

## Step 3



Make sure the project works before you submit it.

### Submitting the Project:

1. Create a new repository named **"Project 33"**.
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 \_\_\_\_\_