PROFESSIONAL

EPIC ARCHERY STAGE 5

WhiteHat Jr
Live Online Coding for Kids

INSTRUCTIONS:

Goal of the Project:

In Class 26, you learned to detect the collision between the cannonball and the boat using **Matter.SAT.collides().** You also learned to remove the boat and the ball from the game after the collision.

*This is a continuation of Project 22, 23, 24 & 25. Make sure to complete those before attempting this one.

Story:

Archery is one of the oldest arts which is still practiced. After reading the information about Archery in a book, your friend Georgie wants to play Archery. To give him a virtual experience, you want to use your coding expertise and physics engine concepts to create an Archery game for him.

Detect the collision between the arrow and the targets. Remove the arrows if the collision happens.

Project Template Output

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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 26**.
4. Import this folder into **VS Code**.
5. Start coding in **sketch.js** file.

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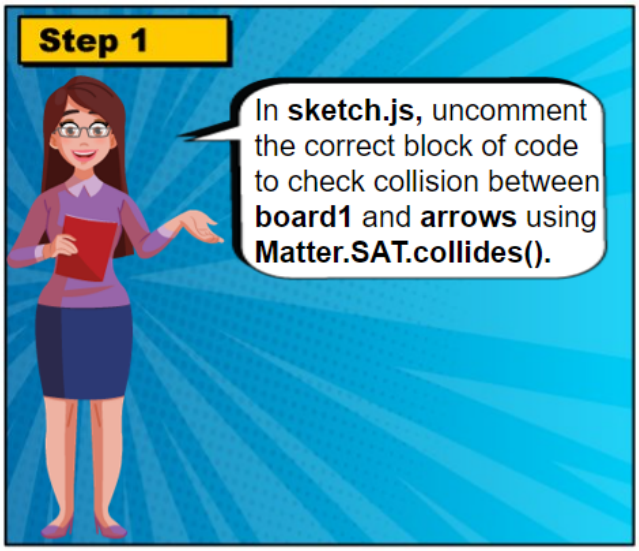
Specific Tasks to complete the Project:

Steps	Code Blocks

	`/* var board1Collision = Matter.SAT.collides( board1.body, playerArrows[i].body ); */`
	`/* var board1Collision = collides( board1.body, playerArrows[i].body ); */`
	`/* var board1Collision = SAT.collides( board1.body, playerArrows[i].body ); */`
	`/* var board1Collision = Matter( board1.body, playerArrows[i].body ); */`

	`/* remove(index) { this.isRemoved = false; Matter.World.remove(world, this.body); delete playerArrows[index]; } */` `/* remove(index) { this.isRemoved = true; Matter.World.remove(world, this.body); delete playerArrows[index]; } */`

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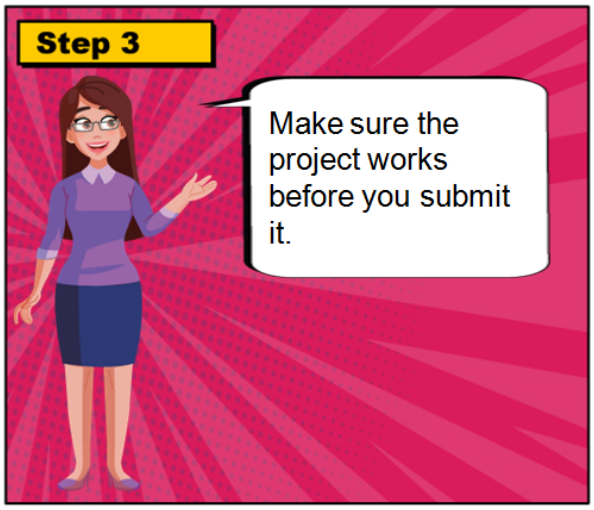
```
/* remove(index) {
  this.isRemoved = true;
  Matter.World.remove(this.body);
  delete playerArrows[index];
} */
```

```
/* remove(index) {
  this.isRemoved = true;
  Matter.World.remove(world, this.body);
  delete playerArrows[];
} */
```



Submitting the Project:

1. Create a new repository named **"Project 26"**.
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** ———————