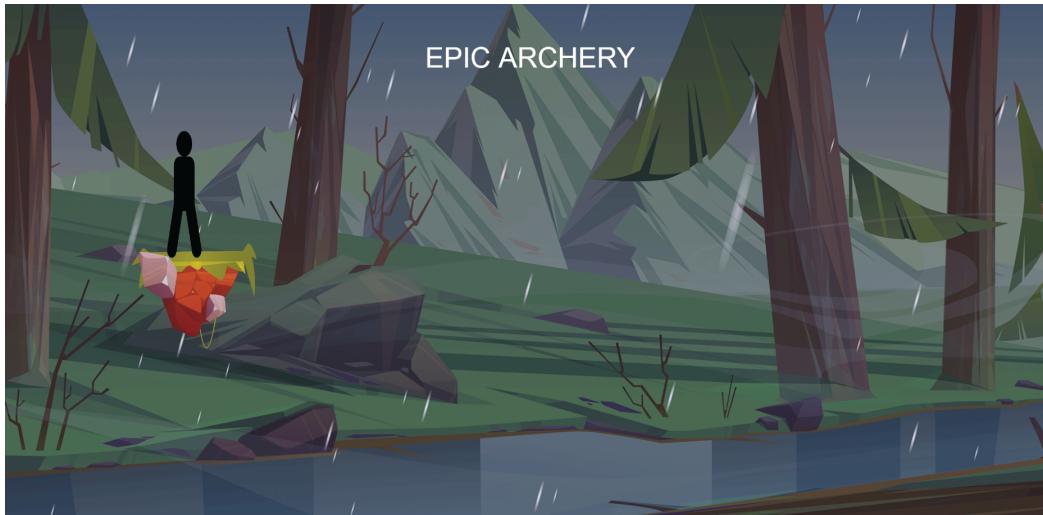


**INSTRUCTIONS:****Goal of the Project:**

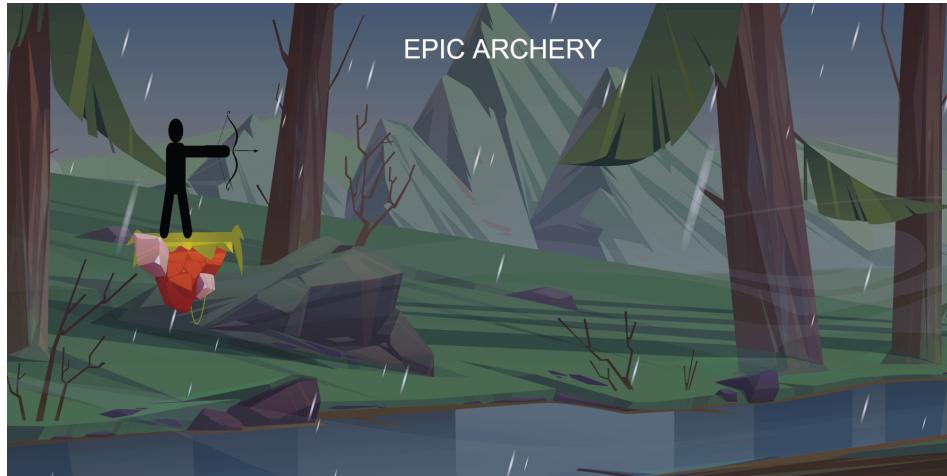
In Class 22, you have learned the concept of object-oriented programming and physics engines. In this project, you will practice the concepts learned in the class to create Class and objects for the player, computer, playerbase & computerbase.

**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.

**Project Template Output**

### Project Expected Output



#### 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 22**.
4. Open this folder **into VS Code**.
5. Start editing your code in **sketch.js**.

## Specific Tasks to complete the Project:

## Things to do

## Step 1



In **PlayerArcher.js**, uncomment the correct code to make a rectangular shaped body.

```
// this.body = Matter.Bodies(x, y, width, height, options);
// this.body = Matter.Bodies.rect(x, y, width, height);
// this.body = Matter.rectangle(x, y, width, height, options);
// this.body = Matter.Bodies.rectangle(x, y, width, height, options);
```

## Step 2



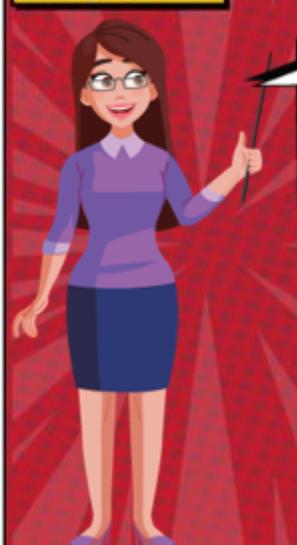
In the **sketch.js** file, uncomment the correct block of code to create a **playerArcher** object from the **PlayerArcher** class.

```
// playerArcher = new ( 340, playerBase.position.y - 112, 120, 120);
// playerArcher = new PlayerArcher( 340, playerBase.position.y - 112, 120, 120);
// playerArcher = PlayerArcher( 340, playerBase.position.y - 112, 120, 120);
// playerArcher = new PlayerArcher( );
```

**Step 3**

In **sketch.js**, uncomment the correct block of code to call the **display( )** function for the **playerArcher** object.

```
// playerArcher.display;  
// playerArcherdisplay();  
// playerArcher.display();  
// display();
```

**Step 4**

Make sure your project works before submitting.

PROFESSIONAL

## EPIC ARCHERY STAGE 1



### Submitting the Project:

1. Upload your completed project to your own GitHub account.
2. Create a new repository named **Project 22**.
3. **Upload** your project code to this GitHub repository.
4. Submit the published link of the project in the Student Dashboard.

### 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 ————