

INSTRUCTIONS:

Goal of the Project:



In Class 23, you learned how to create boxes using classes, and drop them, such that they get stacked on top of each other.

In this project, you apply what you have learned in the class to create a virtual Supply Mission Game.

Story:

You are a sergeant on a military peacekeeping mission. Your task is to drop a package in a designated red drop zone. The package contains mission-critical items and it is very important that it should be delivered at the exact location for the success of the mission.

Everyone before you has failed to complete this mission. The success of the mission now depends on you.

Template Output	Expected Output
	

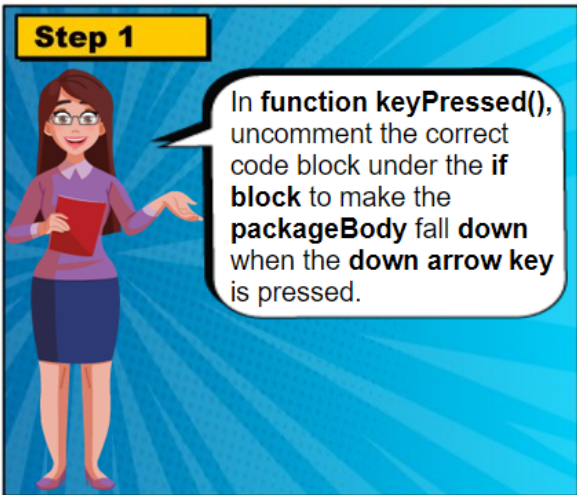
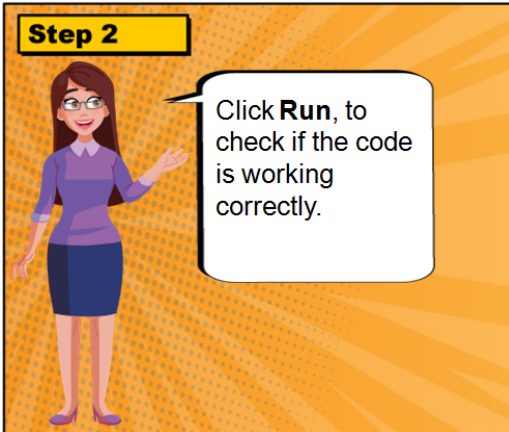
***This is just for your reference. We expect you to apply your own creativity in the project.**

Getting Started:

1. Use the template on **GitHub**, by downloading from this: [link](#).
2. **Unzip** the downloaded zip folder.
3. Rename the unzipped folder as **Project 23**.
4. **Import** this folder into **VS Code**.
5. Start editing your code in **sketch.js**.

Specific Tasks to Complete the Project:

The Project Template has comments for highlighting the expected code at each stage.

Steps	Code Blocks
	<pre>// Matter.Body.setStatic(packageBody,true); // Matter.Body.setStatic(false); // Matter.Body.setStatic(packageBody,false); // Matter.Body.setStatic(packageBody);</pre>
	

Submitting the Project:

1. Upload your completed project to your **GitHub** account.
2. Create a new repository named "**Project C23**".
3. **Upload** the working code to this **GitHub** repository.
4. Enable **Github** pages for the repository.
5. Copy the link to the **GitHub** pages link 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, the teacher will give you feedback on your project work.

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