WhiteHat Jr
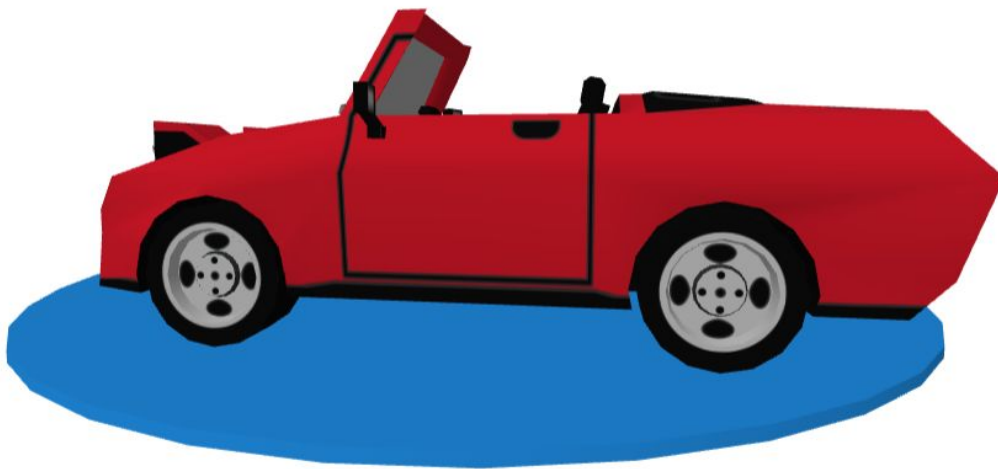Live Online Coding for Kids

INSTRUCTIONS:

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Goal of the Project:

In Class 151. We learned how to create a custom component and register them with A-Frame.

In this project you will practice the concepts learned in the class.

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

Story:

Jess wants to showcase car models his company will be building to a client in a meeting. He needs to show multiple cars with a variety of sizes and colors. To manage a project like this Jess is going to create the components for the cars so that it will be easy to manage the code. Help Jess in building the entity component system of the car models.

Getting Started:

1. Open VS Code Editor
2. Include <script src="https://aframe.io/releases/0.6.0/aframe.min.js"></script> inside <head>.
3. Create car.js and base.js files and include them inside <head>.

Specific Tasks to complete the Project:

1. Add the 3D model of car.
2. Create the component for the Car & the base.
    a. Define the schema of the components.
    b. Define the position & rotation of the component.
3. Attach the car & base component to the entities.
4. Save the Code.

Submitting the Project:

1. Upload your completed project to your own github account.
2. Create a new repository named **Project 151**.
3. **Download Zip and Upload** 3D model file in your project folder.
4. **Upload** your project code to this github repository.
5. Submit the published link of the project in the Student Dashboard.

Hints:

1. Reference code to add the base as component.

```
1   AFRAME.registerComponent("base", {
2     schema: {
3       radius: { type: "number", default: 150 },
4       height: { type: "number", default: 3 }
5     },
6
7     init: function() {
8       // Do something when component first attached.
9       this.el.setAttribute("geometry", {
10        primitive: "cylinder",
11        radius: this.data.radius,
12        height: this.data.height
13      });
14      this.el.setAttribute("material", { color: "#1769aa" });
15    }
16  });
```

REMEMBER...
Try your best, that's more important than being correct.
After submitting your project your teacher will send you feedback on your work.

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