

INSTRUCTIONS:

Goal of the Project:

In Class 33, you have learned the concept of debugging and worked on physics engine concepts.

In this project, you will have to practice and apply the concepts learned in the class and use a physics engine to create a snowfall animation.

Story:

If you can recollect, most of your favorite and addictive games would be very realistic to play. Or simply put, the game world would be very similar to your world.

Your brother Shiva loves the snow, but he is quite young. That is why he can't go out to play in the snow. Now you have this responsibility to make him happy by creating a short snowfall animation by writing code.

You can try to create an animation as shown below:





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

Getting Started:

1. Download the project from this [link](#).
2. **Unzip** the folder.
3. **Rename** the unzipped folder as **Project 33**.
4. **Import** this folder into **VS Code**.
5. Start making changes.

Specific Tasks to complete the Project:

1. Add a background image for your snow animation.
2. Create characters as sprites if you want to add it.
3. Make the characters jump or walk in the snow.
4. Create a blueprint for **snow**.
5. Add an image for snow and scale it.
6. You can add properties like friction, density etc. for making snowfall.
7. You can add sound effects also in your animation.
8. Check if the code works as you expected before submitting the project.

9. **SAVE** all the changes made to the project.

Submitting the Project:

1. Upload your completed project to your own GitHub account.
2. Create a New Repository named "**Project 33**".
3. **Upload** working code to this GitHub repository.
4. Enable GitHub pages for your repository.
5. Copy the link to the GitHub pages link 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.

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