INSTRUCTIONS:

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Goal of the Project:

In Class 2, you have learnt how a sprite may be made to bounce off the edges of the canvas and other objects.
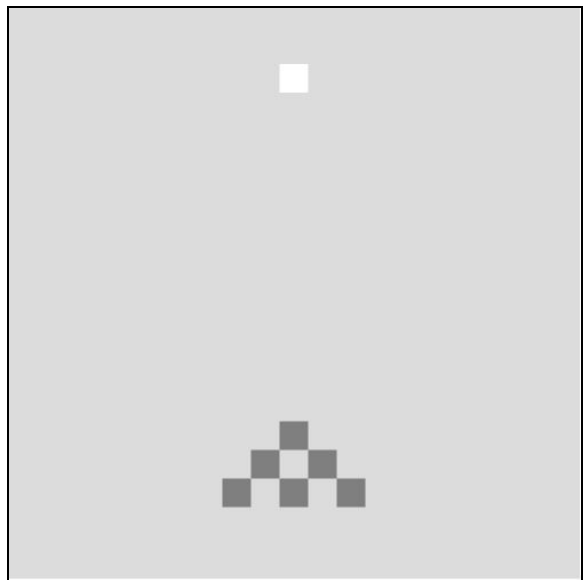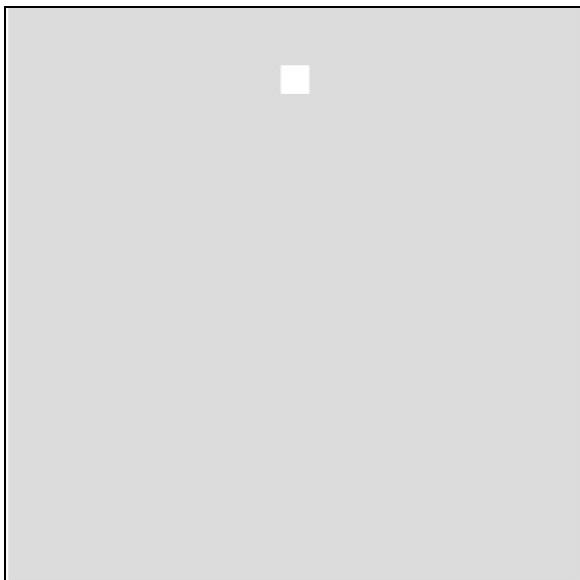
In this project, you will have to practice and apply what you have learnt in the class and create a squariads table. A squariads table is similar to a billiards table, but all the objects on the table are square in shape.

Story:

One of the factions on Planet Herosa, the **Squarian people**, really liked your work. Lord Squarier, the faction leader, has entrusted you to create a game for the Squarian people.

His instructions are very clear:
- Have a square game board or table.
- There should be square pieces which can be moved around.
- The primary piece in the game should be white.
- All other pieces should be dark gray.

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

Getting Started:

1. Login to code.org
2. Click on **Create** and select **Game Lab** from the drop down menu.
3. Rename the project as **Project 2** and then click on **Save**.
4. Start making changes to this blank project.

Specific Tasks to complete the Project:

1. Create **6** square pin sprites - **pin1, pin2, pin3, pin4, pin5, pin6** with the following positions and size.
   - For example: **pin6=createSprite(240, 340, 20, 20);**

Pin	X Position	Y Position	Width	Height
Pin1	200	300	20	20
Pin2	180	320	20	20
Pin3	220	320	20	20
Pin4	160	340	20	20
Pin5	200	340	20	20
Pin6	240	340	20	20

2. All pins and the shooting squariad should **bounce off** when they **collide with the edges** of the canvas.
3. All pins and the squariad should **only bounce against each other** when they collide.
4. When the project is played, the shooting squariad should be released with:
   - **X velocity of 4** and **Y velocity of 0.5**
5. Click on "**Run**" once to check if the code is working.

*Refer to the images given above for reference.

Submitting the Project:

1. **SAVE** all the changes made to the project.
2. Click the "**SHARE**" button to generate a shareable link.
3. Copy this link and submit it in the Student Dashboard Projects panel against the correct class number.

Hints:

1. To create the bouncing behaviour of the pins or the shooting squariad, ensure they are made to interact using the **bounceOff()** function.
    For example:
    - **squariad.bounceOff(edges); //** To make the Squariad bounce off the edges.
    - **pin1.bounceOff(edges); //** To make the Pin1 bounce off the edges.

2. Make sure the pins and the squariaud only **bounce()** against each other.
    - **pin1.bounce(squariad) //** To make the pin bounce off the squariad.
    - **pin1.bounce(pin2) //** To make the pin bounce off the squariads.

3. Make sure the pins interact with every other pin using the **bounce()** method.

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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