WhiteHat Jr
Live Online Coding for Kids
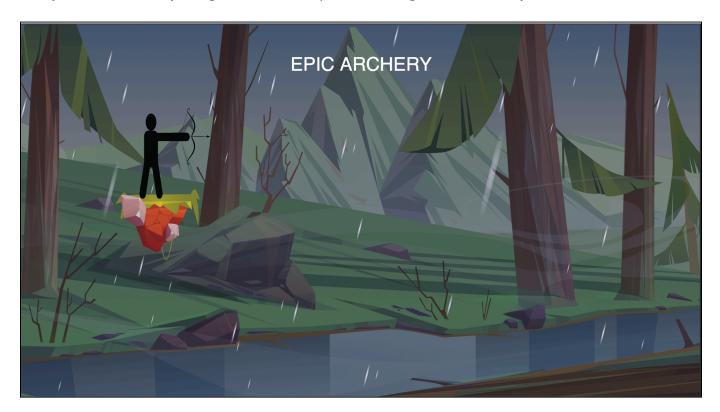
INSTRUCTIONS:

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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 a physics body for the player and player base.

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.

Can you create a Player against the Computer in the game of archery "EPIC ARCHERY"?

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

Getting Started:
1. Use the template on GitHub, available for download on the 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**.
6. Images are given to you in the project template.

Specific Tasks to complete the Project:

1. Create rectangular physics bodies for playerbase and player.
   ○ Add the bodies to the world.
   ○ Show the images of both bodies in the **draw()** function.
   ○ This is similar to the ground and tower bodies in the pirate invasion game.
2. Make sure the project works before you submit it.

   *Refer to the images given above for reference.

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.

Hints:

1. Code to create a player base and player

```
function setup() {
  canvas = createCanvas(windowWidth, windowHeight);

  engine = Engine.create();
  world = engine.world;

  angleMode(DEGREES);

  var options = {
    isStatic: true
  };

  playerBase = Bodies.rectangle(200, 350, 180, 150, options);
  World.add(world, playerBase);

  player = Bodies.rectangle(250, playerBase.position.y - 160, 50, 180, options);
  World.add(world,player)
}
```

2. Code for display function of **player and playerBase**.

```
function draw() {
  background(backgroundImg);

  Engine.update(engine);
  image(baseimage,playerBase.position.x,playerBase.position.y,180,150)
  image(playerimage,player.position.x,player.position.y,50,180)
```

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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