

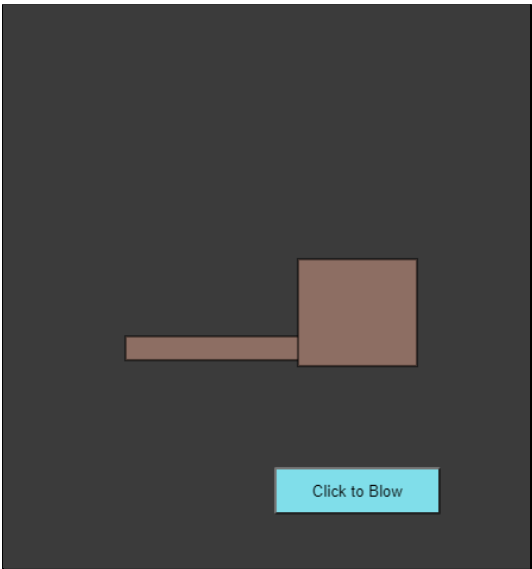
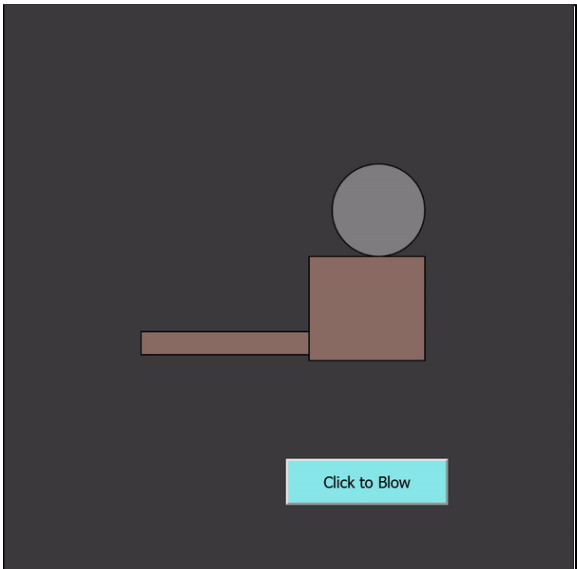
INSTRUCTIONS:

Goal of the Project:

In class 32, we learned how to apply force on the body by pressing a button. In this project, we will create a blower pipe game using the same concepts.

Story:

Jenny had been to a carnival fest. There she saw a toy which was quite interesting. To win she had to continuously keep blowing into the pipe to keep the ball in the air. When she got home, she thought of creating that toy virtually. Can you help her make that toy?

Project Template Output	Project Expected Output
	

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 this [link](#).
2. Unzip this folder.
3. Rename the unzipped folder as **Project 32**.
4. Import this folder into **VS Code**.

5. Start editing your code in **Sketch.js**.

Specific Tasks to complete the Project:

Steps and Code Blocks

Step 1



In the function **blow()** of **sketch.js**, uncomment the correct block of code to use the **Matter.Body.applyForce()** to apply the vertical force on the ball.

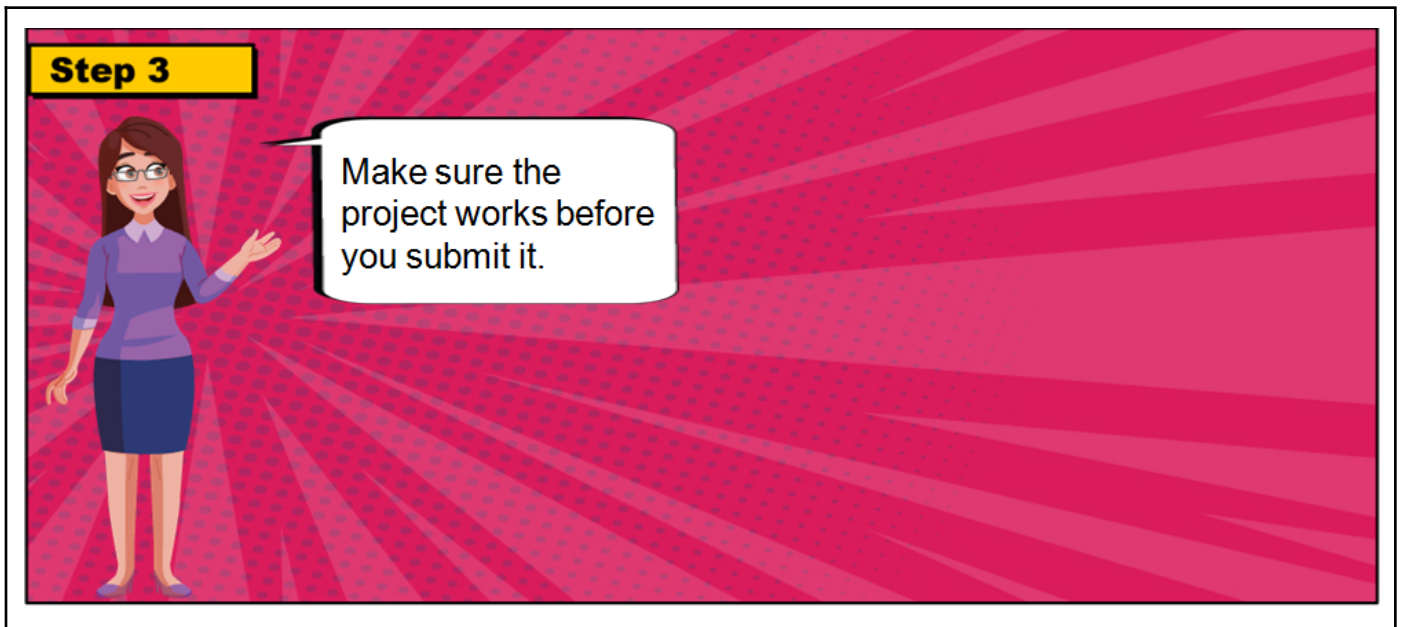
```
//Matter.Body.applyForce(ball.body, {x:0, y:0}, {x:0, y:-0.05});  
  
//Matter.Body.applyForce(ball.body, {x:0, y:0}, {x:0, y:0.05});  
  
//Matter.Body.applyForce(ball.body, {x:0, y:0}, {x:0.05, y:0.05});  
  
//Matter.Body.applyForce(ball.body, {x:0, y:0}, {x:-0.05, y:0});
```

Step 2



In **sketch.js**, uncomment the correct block of code to call the function **blow()** on the **mousePressed()** property of the **button**.

```
//button.mousePressed(blow);  
  
//buttonPressed(blow);  
  
//button = mousePressed(blow);  
  
//button.mousePressed();
```



Submitting the Project:

1. Create a new repository named **"Project 32"**.
2. **Upload** your completed project to your **GitHub** account.
3. Copy and paste the link to the **GitHub** repository 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 your teacher will send you feedback on your work.

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