Setup the catapult above. Start by using the template code attached.

[catapult-Template](https://github.com/mastrogiorgis/CM2030StudentCode/raw/main/week%2004%20-%20matter.js%20physics%20engine/catapult-Template.zip)

* Add code in setupCatapult() that initialises the global catapult variable as a rectangle (the white rectangle).
* Add also a constraint right in the middle of the white rectangle that has a stiffness of 1 and length of 0.
* Add the catapult and the constraint to the world.
* Add code to drawCatapult() to draw the catapult like in drawGround().
* Add a bit more code that sets up the red rectangle you see in the image, that acts as a support. Add the catapultSpace to the world.
* Add code to drawCatapult() to draw the catapultSpacer like in drawGround().
* Add code to setupBalls() to setup two balls like in the example above. Set the density of ball1 to 0.01 so that the ball has a lot of weight.
* Add code to drawBalls() to draw the two balls you created.

Mark as completed

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