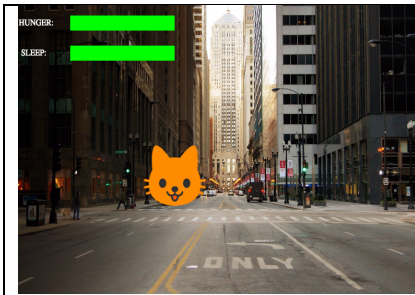# Animation Extension Worksheet
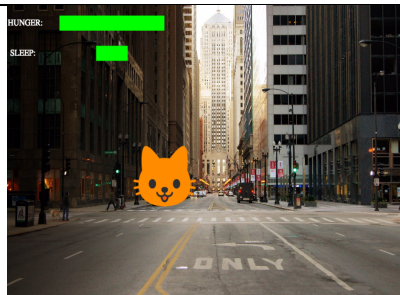
Describe the goal of your change: what new feature or behavior will it add to your animation?

When either of the pet's hunger or sleep levels reaches 0, the game is lost and the pet is sad- the happy pet image is replaced with a sad pet image

Draw a sketch for three distinct moments of the animation, focusing on the new behavior

| Sketch A | Sketch B | Sketch C |

What NEW things are changing? Are they independent of existing fields?

Thing	Describe how it changes
Cat's image	Changes from happy to sad cat image when either of the cat's levels reaches 0

What fields do you need to represent the NEW and independent things that change?

Field name (dangerX, score, playerIMG…)	Datatype (Number, String, Image, Boolean…)

Make a To-Do List, and check off each as "Done" when you finish each one.

Component	When is there work to be done?	To-Do	Done
Data Structure	*If any new field(s) were added, changed or removed*	☐	☐
draw-state	*If something is displayed in a new way or position*	☑	☐
next-state-tick	*If the Data Structure changed, or the animation happens automatically*	☐	☐
next-state-key	*If the Data Structure changed, or a keypress triggers the animation*	☐	☐
reactor	*If either next-state function is new*	☐	☐