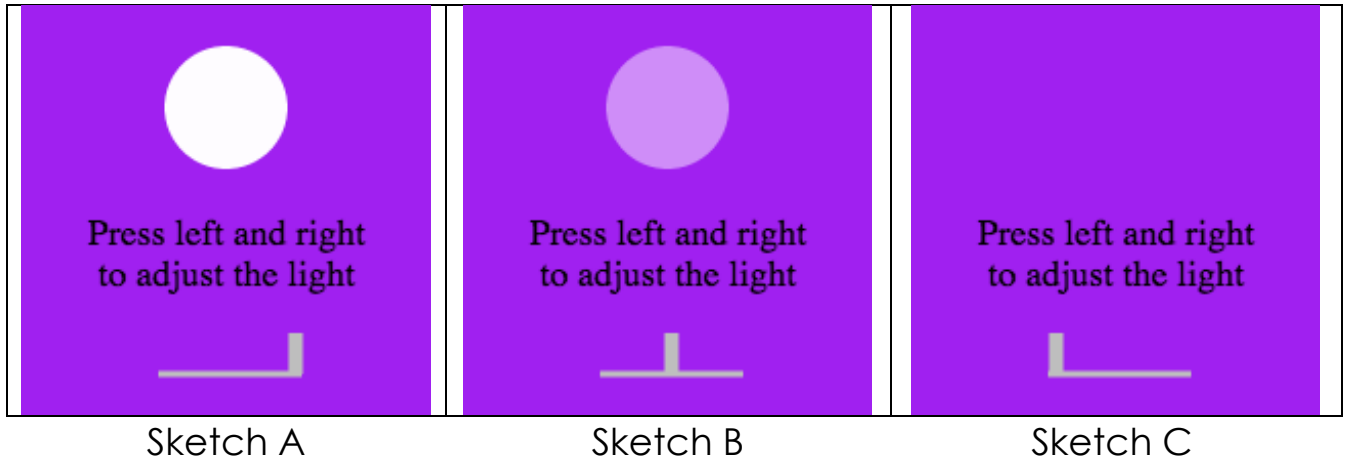


Identifying Animation Data Worksheet

Draw a sketch for three distinct moments of the animation



What things are changing?

Thing	Describe how it changes
Dimmer switch x-coordinate	Increases and decreases when arrow keys are pressed
Light brightness/circle opacity	Increases and decreases based on dimmer switch's x-coordinate

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

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

(worksheet continues on the next page)