

Animation Design Worksheet

Draw a sketch for three distinct moments of the animation

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Sketch A

Sketch B

Sketch C

What things are changing?

Thing	Describe how it changes

What fields do you need to represent the 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	<input type="checkbox"/>	<input type="checkbox"/>
draw-state	If something is displayed in a new way or position	<input type="checkbox"/>	<input type="checkbox"/>
next-state-tick	If the Data Structure changed, or the animation happens automatically	<input type="checkbox"/>	<input type="checkbox"/>
next-state-key	If the Data Structure changed, or a keypress triggers the animation	<input type="checkbox"/>	<input type="checkbox"/>
reactor	If either next-state function is new	<input type="checkbox"/>	<input type="checkbox"/>