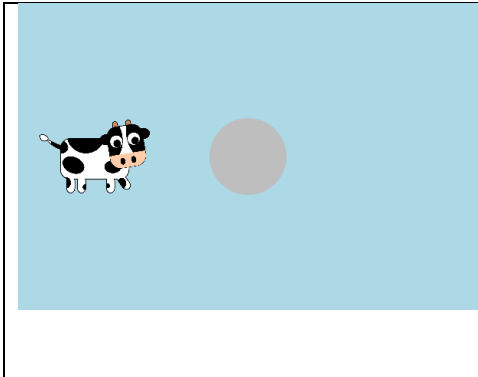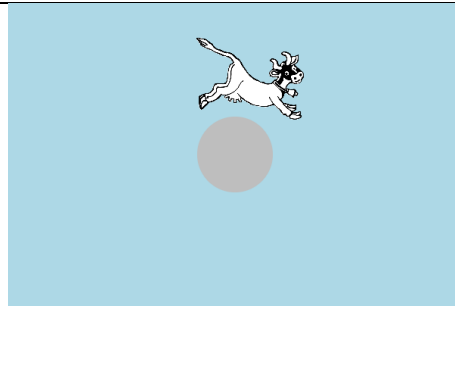# Identifying Animation Data Worksheet
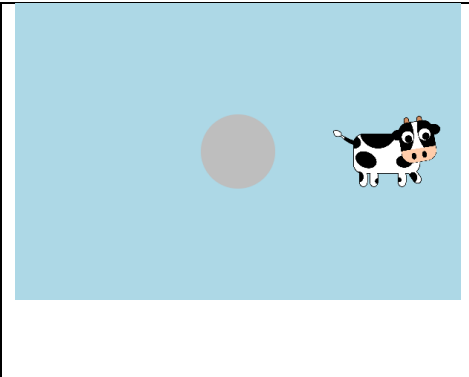
**Draw a sketch for three distinct moments of the animation**



| Sketch A | Sketch B | Sketch C |

**What things are changing?**

| Thing | Describe how it changes |
|---|---|
| Cow's x-coordinate | Location increases – moves to the right |
| Cow's y-coordinate | Stays consistent until cow reaches the moon, then increases, decreases when cow has finished jumping |
| Cow image | Switches from normal to jumping cow image when cow is jumping over the moon |
| | |

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

| Field name (dangerX, score, playerIMG…) | Datatype (Number, String, Image, Boolean…) |
|---|---|
| xpos | Number |
| ypos | Number |
| cow-img | Image |
| | |

(worksheet continues on the next page)