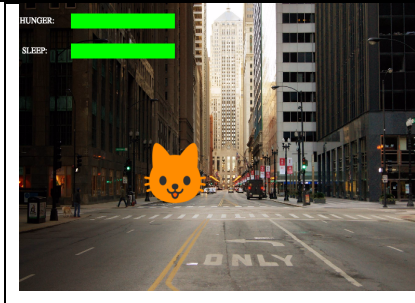


Animation Extension Worksheet

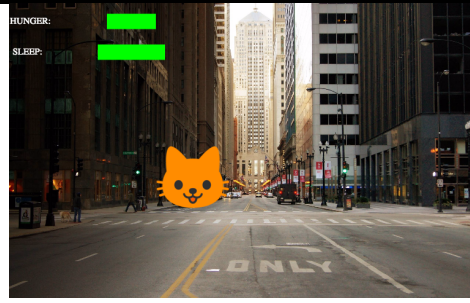
Describe the goal of your change: what new feature or behavior will it add to your animation?

Decrease the cat's hunger level by 2 and sleep level by 1 on each tick.

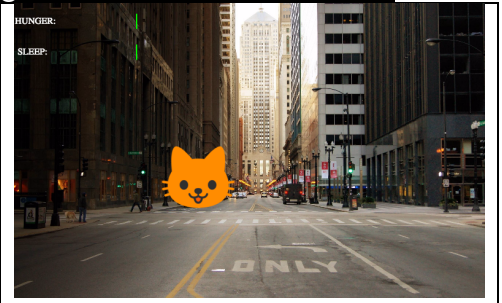
Draw a sketch for three distinct moments of the animation, focusing on the new behavior



Sketch A



Sketch B



Sketch C

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

Thing	Describe how it changes
Hunger level	Decreases by 2 each tick
Sleep level	Decreases by 1 each tick

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	<input type="checkbox"/>	<input type="checkbox"/>
draw-state	If something is displayed in a new way or position	<input checked="" 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"/>