# Animation Extension Worksheet

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

Make the bars get smaller on each tick. Decrease hunger by 2 and sleep by 1.

## 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** | **How does it change?** | **Does it change consistently? Independently?** |
| Hunger | Gets smaller by 2 each tick | Consistently, uses existing field |
| Sleep | Gets smaller by 1 each tick | Consistently, uses existing field |

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

|  |  |
| --- | --- |
| **Field name** (dangerX, score, playerIMG…) | **Datatype** (Number, String, Image, Boolean…) |
| N/A |  |
| N/A |  |

## 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* | ☐ | ☐ |

## Make a sample instance for each sketch from the previous page:

**petA** = \_\_pet(100, 100)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**petB** = \_\_ pet(90, 95)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**petC** = \_\_\_ pet(30, 65) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

## Write at least one NEW example for one of the functions on your To-Do list

next-state-tick(petB) is pet(petB.hunger - 2, petB.sleep - 1)

next-state-tick(petC) is pet(petC.hunger - 2, petC.sleep – 1)

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

## If you have another function on your To-Do list , write at least one NEW example

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_