

Programming Concepts Document

Avoid poop!

Shapes

- I used `rect()` to show some buttons.
- Ex) `rect(340,50,140,50);`
`pop();`
`text("Play Now",340,60);`

Colors

- I used color function in shapes to show buttons clearly.
- Ex) `push();`
`fill('skyblue');`
`rect(340,50,140,50);`
`pop();`

Variables

- I used variable function to designate screen page and each character's name.
- Ex) `const first_page = 1;`
`const play = 2;`
`const howtoplay = 3;`
`const ending = 4;`
`var screen = first_page;`
`var player;`
`var pps;`

Conditional Statements

- I used conditional statement to move the alien if I press left keyboard button, the alien go left and I press right keyboard button, the alien go right.
- Ex)

```
if(keyIsDown(LEFT_ARROW)){  
    alien = left  
}  
if(keyIsDown(RIGHT_ARROW)){  
    alien = right  
}
```

- And I used conditional statement to change screen page.
- Ex)

```
if(screen == play){  
    }  
    if(this.player.x-55<=this.pps.x+40  
    &&this.player.x+55>=this.pps.x-40 &&  
    this.player.y>=this.pps.y){  
        screen = ending}
```

Loops

- I used Loop to repeat falling poop until character is bumped against the poop.
- Ex) `for (var i = 0; i < mode; i++) {
 poops[i].drop() poops[i].draw()}`

Functions

- I used function to click the buttons(start game or play game again or how to play)
- Ex)

```
function mouseReleased() {  
    switch(screen){  
        case first_page:
```


Classes

- I used class function to draw character and load character easily.

- Ex)

```
character{  
    constructor()  
  
}  
  
}
```

Arrays

- I used array function to show popping poop when the poop arrive at the bottom of the screen.
- Ex) `var poops = [];`