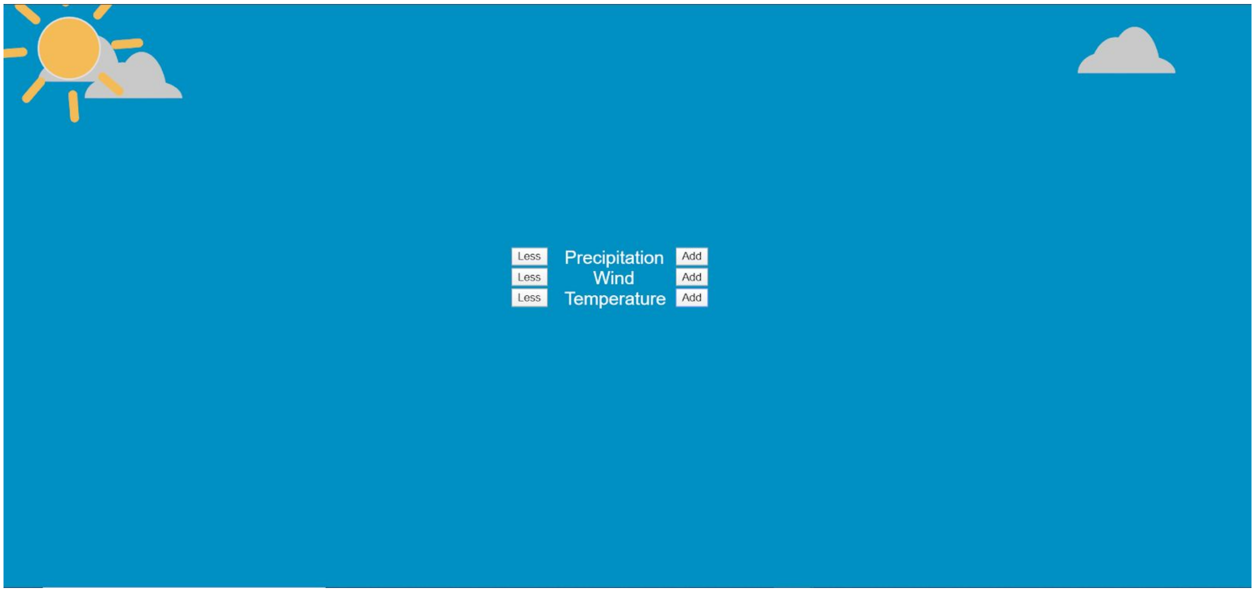
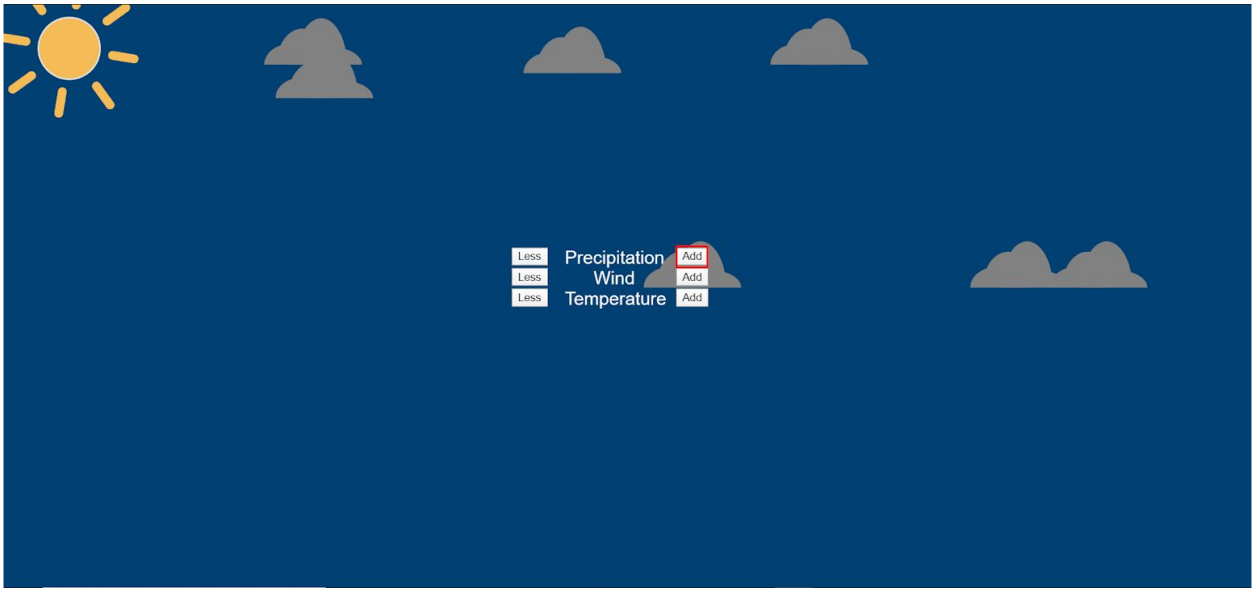
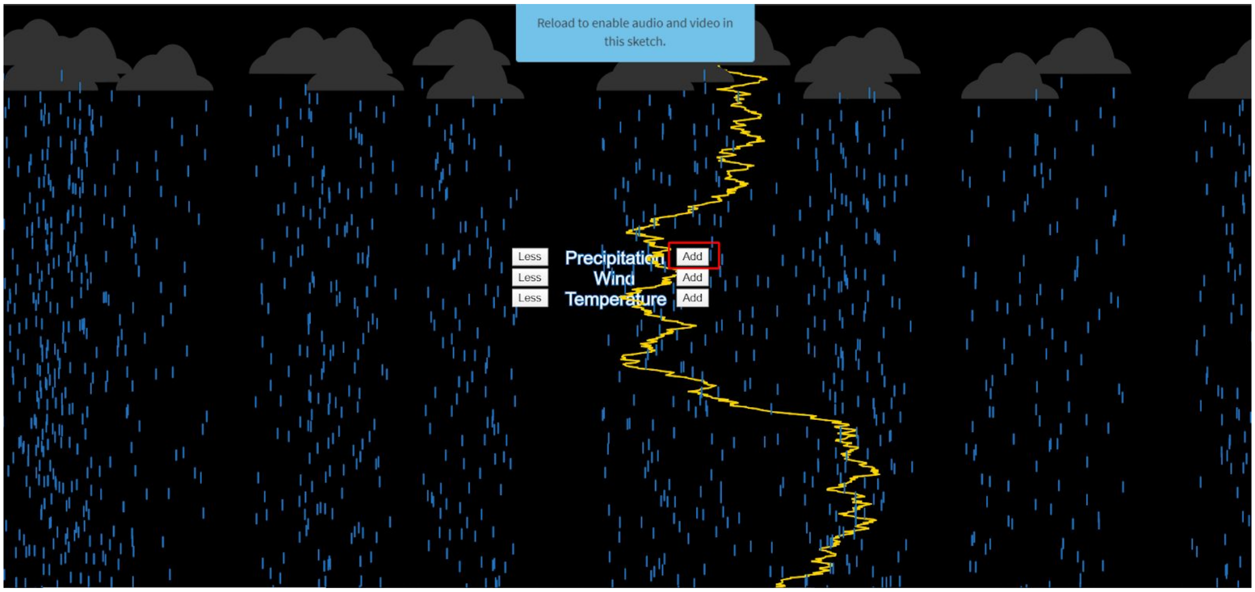
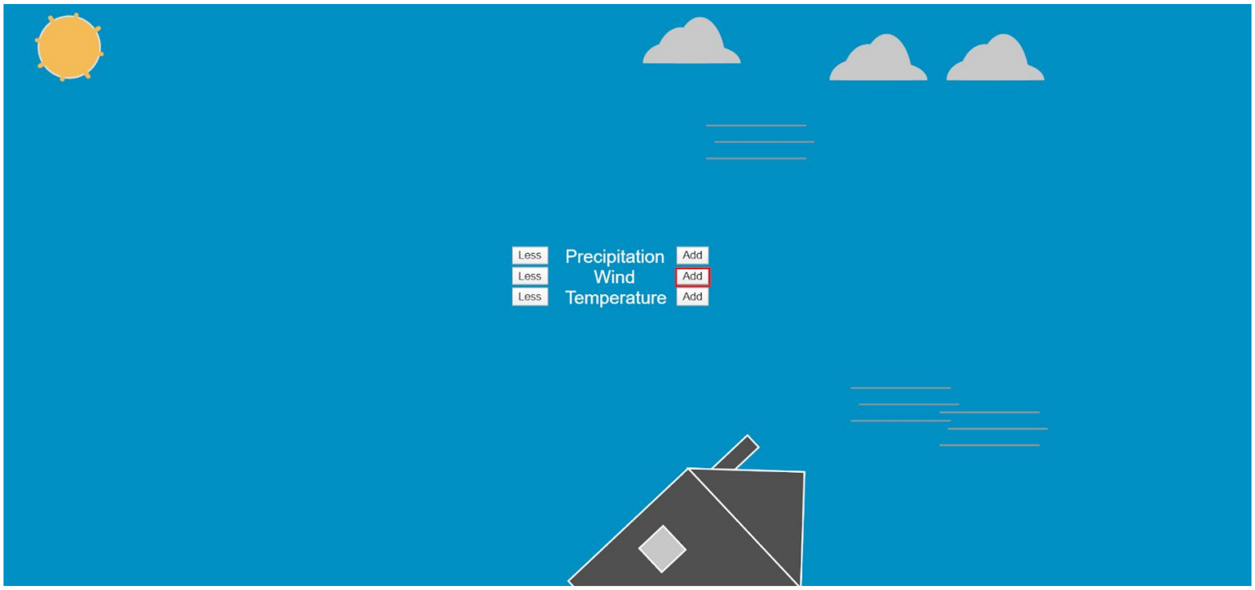
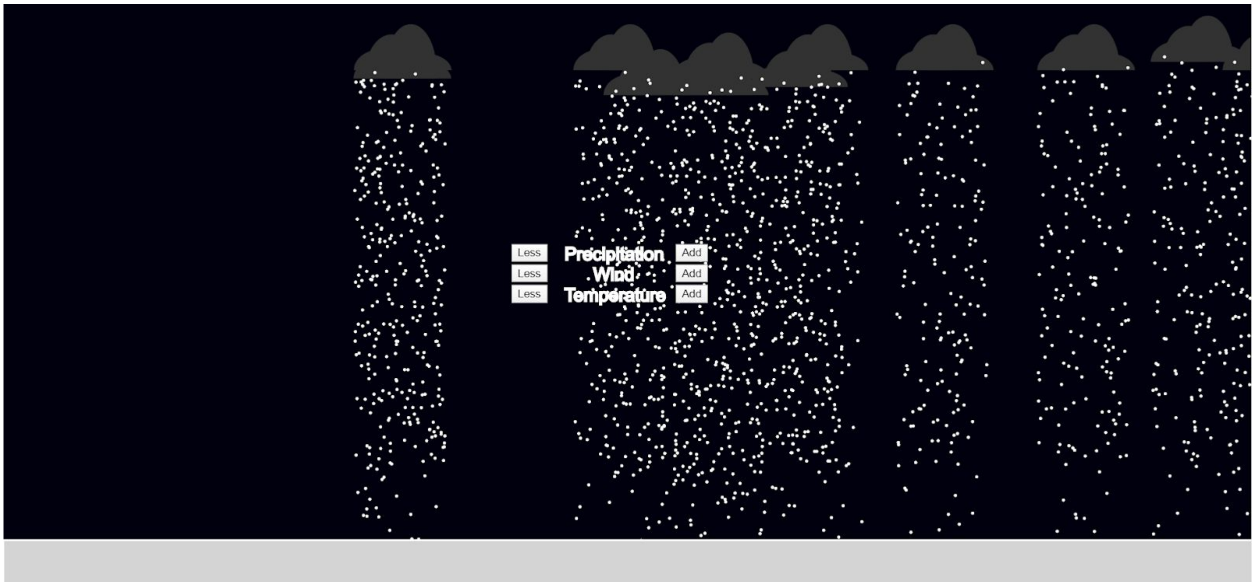
The following pictures are screenshots of my code (screen recording wasn't working) running and some segments of code that I am most proud of. My project is all about weather. It was a fully interactive project that I wanted to create to show the different simple factors of weather and how it overall affects the system the weather is present in. Everything is responsive in the sense that the only actions allowed to you will alter the entire graphic. Precipitation, wind, and temperature will all alter the "day" the way you would imagine it to be. (ie: more precipitation -> more clouds -> more rain -> lightning) all in sequence. I wanted every stage possible to be connected to the others. That is why I named the piece T.W.C - Total Weather Control

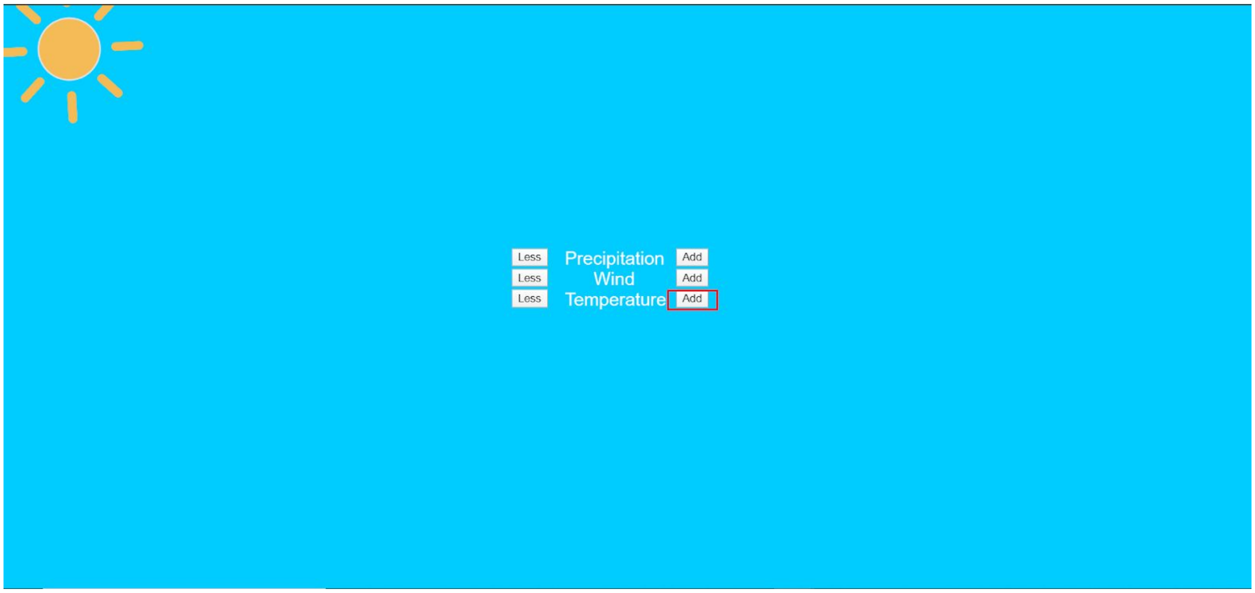


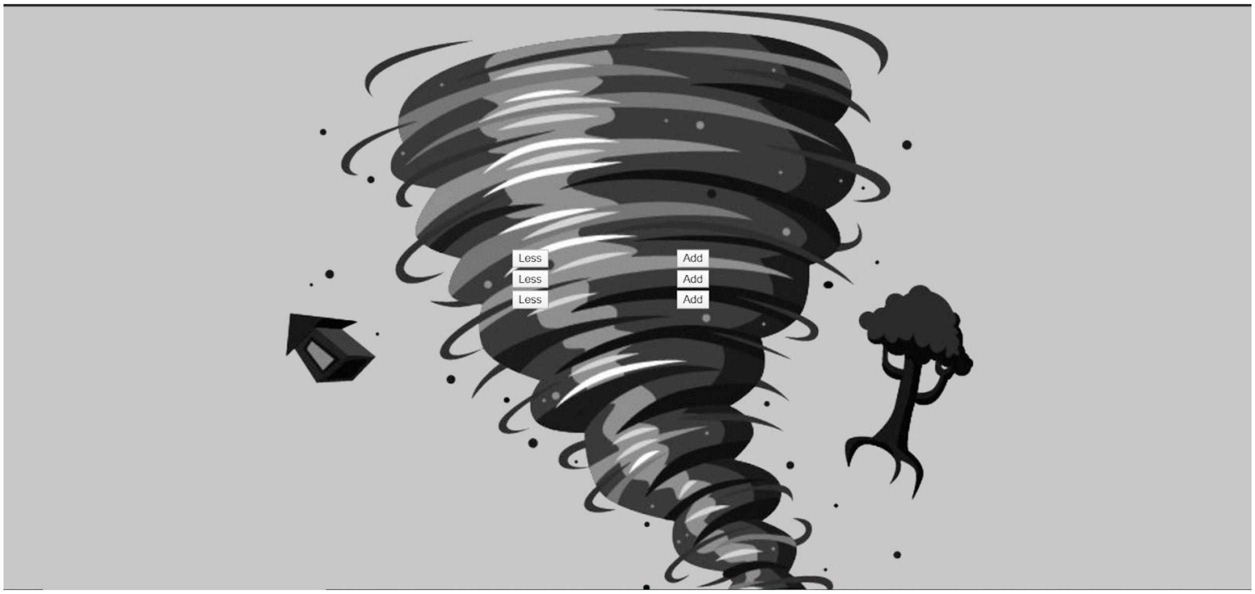



Reload to enable audio and video in this sketch.




Less
Precipitation
Add
Less
Wind
Add
Less
Temperature
Add


Less
Precipitation
Add
Less
Wind
Add
Less
Temperature
Add


Less
Add
Less
Add
Less
Add

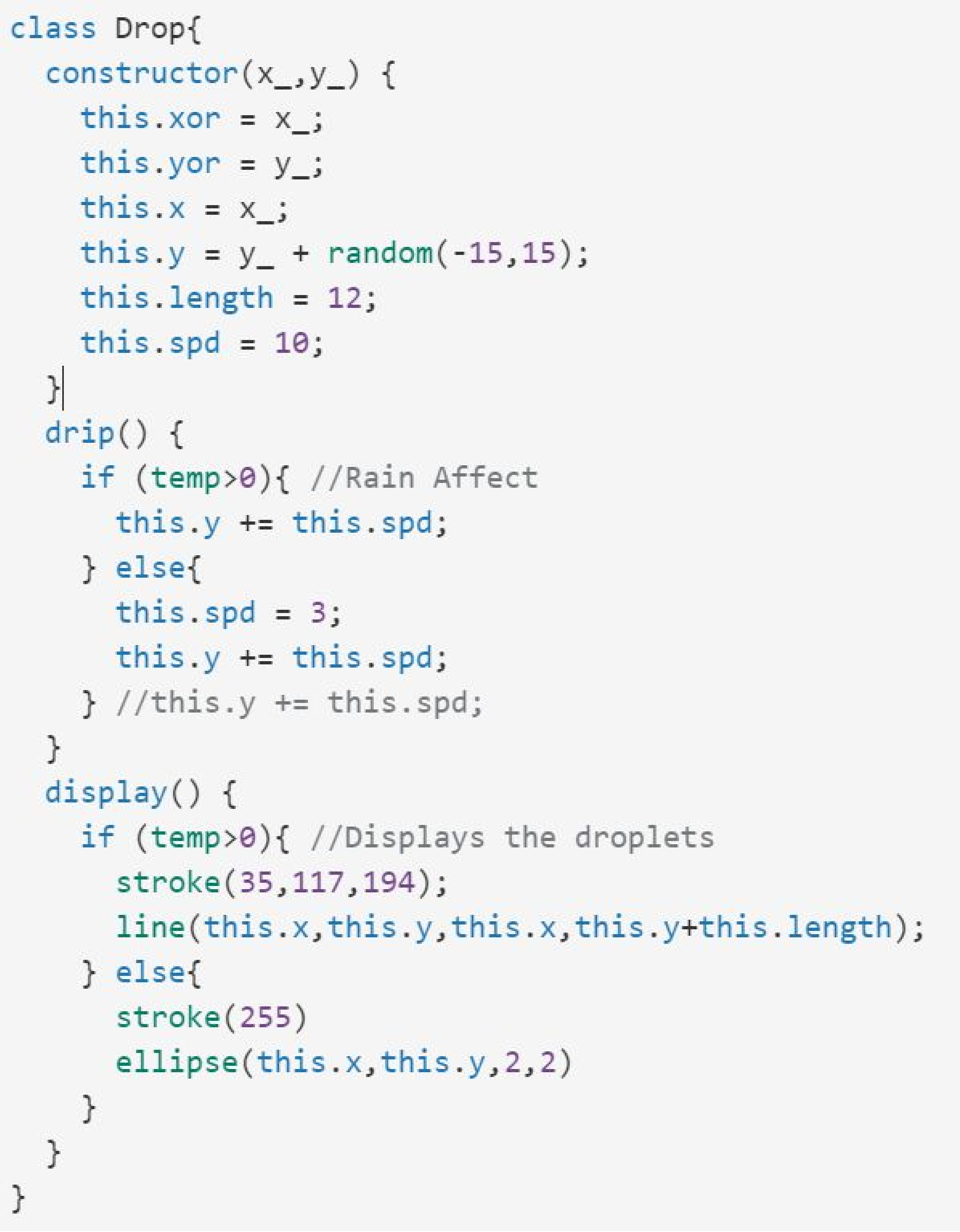
```
update() {

    if (this.location.y < this.bord){
      this.location.x = this.location.x;
      this.location.y = this.location.y;

    this.rain.push(new Drop(random(this.location.x-40,this.location.x+70),this.location.y));

    if (seto == false) {
        this.raining = true;
      } //When cloud reaches top, starts raining
      else {
        this.raining = false;
      }
      this.location.x += constrain(wind,-4,4); //Wind max speed = 4
      if (this.location.x > width) {
        this.location.x = 0; //clouds come back after going off canvas
      }
      if (this.location.x < 0) {
        this.location.x = width; //clouds come back after going off canvas
      }

    }
    else {
      this.velocity.add(this.acceleration);
      this.location.sub(this.velocity);
    }
  }
```



```
class Drop{
  constructor(x_,y_) {
    this.xor = x_;
    this.yor = y_;
    this.x = x_;
    this.y = y_ + random(-15,15);
    this.length = 12;
    this.spd = 10;
  }
  drip() {
    if (temp>0){ //Rain Affect
      this.y += this.spd;
    } else{
      this.spd = 3;
      this.y += this.spd;
    } //this.y += this.spd;
  }
  display() {
    if (temp>0){ //Displays the droplets
      stroke(35,117,194);
      line(this.x,this.y,this.x,this.y+this.length);
    } else{
      stroke(255)
      ellipse(this.x,this.y,2,2)
    }
  }
}
```