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IGME 102, Section 03

Project 1: Aquarium

Description:

The aim of the assignment is to utilize what we have learnt in the class so far and use that in order to create the aquarium. The aquarium consists of a defined number of fish objects each of which can be of 3 diverse types of the fish class. These fishes can be interacted with mouse events. And, there is water waves behind the fish as well!

User responsibilities:

The user can use the mouse to interact with the canvas. Mouse clicks on the fishes will replace them, hovering over them will cause them to wriggle. Pressing down the mouse key would result in a hook like figure following the cursor.

Caveats/ known issues:

For the surprise function (key typed event p and s) the user needs speakers.

Notes:

* Before using the surprise function, lower the volume.
* The music “Shakira: Hips Don’t Lie” was taken from: <https://playvk.com/en/song/Shakira/Hips+Don't+Lie+(feat.+Wyclef+Jean)>
* Fish Sprites taken from: <https://opengameart.org/content/fish-sprite-sheet>
* Code for made with love adapted from: <https://webflake.sx/topic/20860-made-with-love-on-footer/>
* Code for water and ocean background adapted from: Daniel Shiffman: <https://p5js.org/examples/math-noise-wave.html>
* Fonts: Imprima, lato, and indie flower all taken from google fonts.