

Work out

I want to make an interactive screen, starring a moving character



200x 200 px screen



move around
the map, grass
disappears

Controls - movement of left and right, up and down
- One speed maintained

Things to include

Variables - Counter as you collect dots

input - Keys or mouse to move and control character

Random imagery - A platform to move on, dots too
collect, grass and background

1. Background
2. Character
3. dots
4. Variables and interaction

Loop - Patterns

Process work

Colors - light green, dark green, blue, white

Dot positioning?

Score

float dotx
float doty

int Score = 0

Random dots? System.Random

Gradient = newcolor
infinite length i++

Draw grass using Triangles & Darker grass layers

Triangle(x, 400, x + 10, 350, x + 40, 400) repeat x

Mouse position: float x
float y

What

Body - Circle

legs - rectangle

Head - Circle

Ear - Triangle

Snout - Circle

eye - Circle

Tail - Circle

Random dots - dotx, doty

Collision? dot.Random

Score ++;

Distance
Dotx, Doty



