Work out

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



move avoid the map, gross disappears

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

Things to include

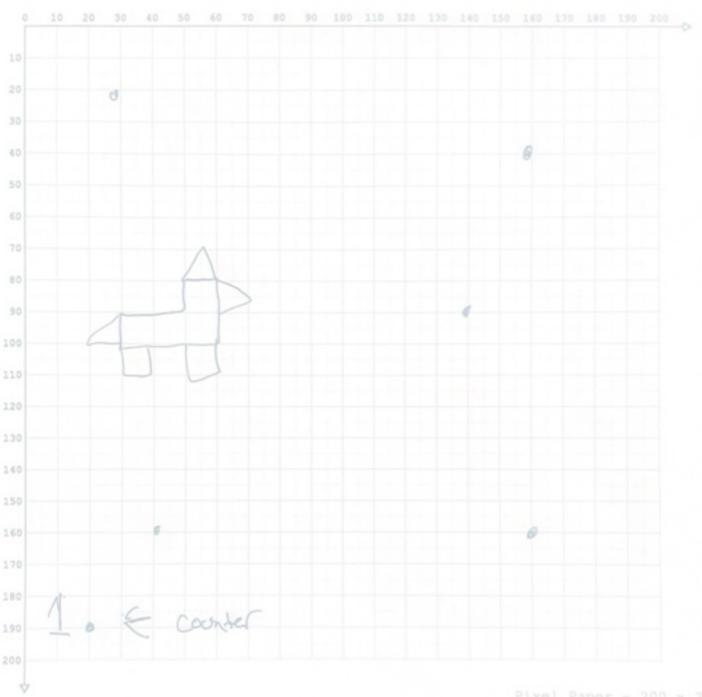
Variables - Counter as you called dots in Put - Keys or naouse to move and control character Random imaging - A platform to make on, dots too collect, grass and background

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

Loop - Patterns

Process work Colors - light green, dark green, blave, white Dat positioning? Score float dotx float doxy int Score = 0 Random dots? System. Random Gradient = Newcolor in trate length iff Draw gross using Triangles & Parker gross layors Trangle (x, 400, x + 107, 350, x + 40, 400) report x mouse position float x 6 0 logs - voctongle WEGE Body - Carole Head - Carcle Far - Triangle 210 Smout-circle exc -civele Tail - circle 0 10

- dotx, dof Y Random dots dot. Random Collision? Score ++; Detx, Doty



Pixel Paper - 200 x 200 Graph Paper for Screen Coordinates

