M Gmail                                    **Aniesha Sangarapillai <asangarapillai@gmail.com>**

## Object Movement Help
2 messages

**Aniesha Sangarapillai** <asangarapillai@gmail.com>                    Fri, Jan 17, 2020 at 11:32 AM
To: Sabine Rosenberg <computation.lab@concordia.ca>

Hi Sabine,

I have attempted to code so that the circle moves right or left when the key is pressed right or left. I am not getting any errors in the console. I'm not sure why my rock won't move. I was wondering if you would be able to help me figure out what is the problem. I would really appreciate your help.

Please see the folder attached.

Thank you,
Aniesha Sangarapillai

📄 **project_1.zip**

**Computation Lab - Fine Arts** <computation.lab@concordia.ca>            Fri, Jan 17, 2020 at 1:26 PM
To: Aniesha Sangarapillai <asangarapillai@gmail.com>

Hi Aniesha,
So I completely reworked the structure of your code so that you have a better template:

1/ you need a class for the rock -  and within that class all the properties and methods pertaining to the object

2/ you need a animation loop - if you recall from cart 351 we used requestAnimationFrame and this method calls recursively the call the call back  function (in your code I called it animate) every frame ..

3/ you need the keydown - and I set up the variables for the speed (x and y) and the dirtection as SEPERATE variables  so that you can distinguish and control all these things independently of eachother ...

I hope this helps and will allow you to continue :)

Here is the link to the reworked project (on my google drive):

https://drive.google.com/file/d/1UY83E9QWCcP2CEf6Iz8o0kesBHjuptBt/view?usp=sharing

Regards,
Sabine

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**From:** Aniesha Sangarapillai <asangarapillai@gmail.com>
**Sent:** Friday, January 17, 2020 11:32 AM
**To:** Computation Lab - Fine Arts
**Subject:** Object Movement Help

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