

```

// Cenas
var scene;
var clicked = false;

// menus
mouseClicked = function(){
    clicked = true;
};
function menu() {
    scene = 0;
    background(241, 255, 82);
    stroke(0, 0, 0);
    textSize(50);
    text("MARMALODAZ", 15, 67);
    textSize(35);
    text("Criado por:" + " Aram", 20, 107);
    image(getImage("creatures/Hopper-Jumping"), 173, 154, 200, 200);

    // Botão
    fill(255, 255, 255);
    rect(15, 183, 105, 50);
    rect(15, 222 + 20, 108, 50);
    rect(15, 279 + 20, 108, 50);

    // Nome do Botão.
    textSize(26);
    fill(0, 0, 0);
    text("Play", 40, 198 + 20);
    text("tutorial", 24, 259 + 20);
    text("História", 22, 315 + 20);

    if(clicked === true){

        if(mouseX >= 15 && mouseX <= 120 && mouseY >= 183 && mouseY <= 231){
            scene = 1;
        }
        if(mouseX >= 15 && mouseX <= 122 && mouseY >= 279 + 20 && mouseY <=
329 + 20){
            scene = 2;
        }
        if(mouseX >= 15 && mouseX <= 122 && mouseY >= 222 + 20 && mouseY <=
269 + 20){
            scene = 3;
        }
    }
}

```

```

}
} // FINALIZADO
function niveis() {
    scene = 1;
    background(241, 255, 82);

    fill(0, 0, 0);
    rect(6, 179 - 60, 81, 50);
    rect(133, 179 - 60, 100, 50);
    rect(287, 179 - 60, 100, 50);
    rect(6, 179 + 60, 81, 50);
    rect(133, 179 + 60, 100, 50);
    rect(287, 179 + 60, 100, 50);

    textSize(50);
    fill(173, 52, 52);
    text("Nivel:", 20, 66);
    fill(255, 230, 0);
    textSize(32);
    text("1", 36, 214 - 60);
    text("2", 171, 214 - 60);
    text("Boss", 304, 214 - 60);
    text("4", 36, 214 + 60);
    text("5", 171, 214 + 60);
    text("bônus", 291, 214 + 60);

    fill(255, 255, 255);
    rect(253, 333, 108, 50);
    textSize(26);
    fill(0, 0, 0);
    text("Sair", 282, 371);

    if(clicked===true){
        if(mouseX >= 253 && mouseX <= 359 && mouseY >= 284 && mouseY >=
333){
            scene = 0;
        }

        if(mouseX >= 6 && mouseX <= 87 && mouseY >= 179 - 50 && mouseY <= 228
- 50){
            scene = 4;
        }
    }
}

```

```

        if(mouseX >= 133 && mouseX <= 236 && mouseY >= 179 - 50 && mouseY <=
228 - 50){
            scene = 5;
        }
        if(mouseX >= 287 && mouseX <= 388 && mouseY >= 179 - 50 && mouseY <=
278 - 50){
            scene = 6;
        }
        if(mouseX >= 6 && mouseX <= 87 && mouseY >= 179 + 50 && mouseY <= 228
+ 50){
            scene = 7;
        }

        if(mouseX >= 133 && mouseX <= 236 && mouseY >= 179 + 50 && mouseY <=
228 + 50){
            scene = 8;
        }
        if(mouseX >= 287 && mouseX <= 388 && mouseY >= 179 + 50 && mouseY <=
278 + 50){
            scene = 9;
        }
    }
} // FINALIZADO

```

// jogos

```

function jogo1() {
    scene = 4;

    // Personagem
    var leftX = 161;
    var rightX = 222;
    var Beaver = function(x, y) {
        this.x = x;
        this.y = y;
        this.img = getImage("creatures/Hopper-Happy");
        this.sticks = 0;
        this.sticksm = 0;
    };

    Beaver.prototype.draw = function() {
        fill(255, 0, 0);
        this.y = constrain(this.y, 0, height-90);
        image(this.img, this.x, this.y, 40, 40);
    };
}

```

```
};
```

```
Beaver.prototype.hop = function() {  
    this.img = getImage("creatures/Hopper-Jumping");  
    this.y -= 5;  
};
```

```
Beaver.prototype.fall = function() {  
    this.img = getImage("creatures/Hopper-Happy");  
    this.y += 5;  
};
```

```
Beaver.prototype.checkForStickGrab = function(stick) {  
    if ((stick.x >= this.x && stick.x <= (this.x + 40)) &&  
        (stick.y >= this.y && stick.y <= (this.y + 40))) {  
        stick.y = -400;  
        this.sticks++;  
    }  
};
```

```
Beaver.prototype.checkForStickmGrab = function(stickm) {  
    if ((stickm.x >= this.x && stickm.x <= (this.x + 40)) &&  
        (stickm.y >= this.y && stickm.y <= (this.y + 40))) {  
        stickm.y = -400;  
        this.sticksm++;  
    }  
};
```

```
// Folha
```

```
var Stickm = function(x, y) {  
    this.x = x;  
    this.y = y;  
};
```

```
Stickm.prototype.draw = function() {  
    fill(30, 255, 0);  
    rectMode(CENTER);  
    ellipse(this.x, this.y, 18, 18);  
};
```

```
var beaver = new Beaver(200, 300);
```

```
var sticksm = [];  
for (var i = 0; i < 40; i++) {
```

```

    sticksm.push(new Stickm(i * 215 + 230, random(20, 260)));
}

// Vareda
var Stick = function(x, y) {
    this.x = x;
    this.y = y;
};

Stick.prototype.draw = function() {
    fill(89, 71, 0);
    rectMode(CENTER);
    rect(this.x, this.y, 5, 40);
};

var beaver = new Beaver(200, 300);

var sticks = [];
for (var i = 0; i < 40; i++) {
    sticks.push(new Stick(i * 40 + 300, random(20, 260)));
}

// Chão
var grassXs = [];
for (var i = 0; i < 25; i++) {
    grassXs.push(i*20);
}

// Arvores
var grassYs = [];
for (var i = 0; i < 25; i++) {
    grassYs.push(i*220);
}

// Draw
draw = function() {
    background(184, 236, 255);
    fill(130, 79, 43);
    rectMode(CORNER);
    rect(0, height*0.90, width, height*0.10);

    // Movimentação Árvore
    for (var l = 0; l < grassYs.length; l++) {
        image(getImage("cute/TreeTall"), grassYs[l], height*0.70, 50, 70);
    }
}

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    grassYs[l] -= 0.8;
    if (grassYs[l] <= -40) {
        grassYs[l] = width;
    }
}

// Movimentação Chão
for (var i = 0; i < grassXs.length; i++) {
    image(getImage("cute/GrassBlock"), grassXs[i], height*0.85, 20, 20);
    grassXs[i] -= 0.8;
    if (grassXs[i] <= -20) {
        grassXs[i] = width;
    }
}

noStroke();
// clouds
fill(255, 170, 0);
ellipse(200, 100, 100, 100);
leftX -= 0.1;
rightX += 0.1;
fill(255, 255, 255);
// left cloud
ellipse(leftX, 150, 126, 97);
ellipse(leftX+62, 150, 70, 60);
ellipse(leftX-62, 150, 70, 60);

// right cloud
ellipse(rightX, 100, 126, 97);
ellipse(rightX+62, 100, 70, 60);
ellipse(rightX-62, 100, 70, 60);

// Movimentação folha
for (var i = 0; i < sticksm.length; i++) {
    sticksm[i].draw();
    beaver.checkForStickmGrab(sticksm[i]);
    sticksm[i].x -= 0.8;
}

textSize(18);
text("Folhas: " + beaver.sticksm, 122, 30);

// Movimentação Vareda

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```

for (var i = 0; i < sticks.length; i++) {
    sticks[i].draw();
    beaver.checkForStickGrab(sticks[i]);
    sticks[i].x -= 0.8;
}

textSize(18);
text("Score: " + beaver.sticks, 20, 30);

// Movimentação personagem
if (keysPressed && keyCode === 0) {
    beaver.hop();
} else {
    beaver.fall();
}
beaver.draw();

if (beaver.sticks/sticks.length >= 0.95) {
    background(0, 255, 251);
    textSize(36);
    fill(0, 0, 0);
    text("YOU WIN!!!!", 100, 87);
    textSize(19);
    text("Obrigado por jogar, mas se ainda não", 6, 137);
    text("estiver satisfeito reinicie o jogo e tente ", 5, 162);
    text("jogar os outros níveis mas difíceis!!", 5, 186);
    text("atenciosamente: Aram", 5, 390);
    text(" 😎 ", 329, 199);
    image(getImage("creatures/Hopper-Cool"), 173, 229, 100, 100);
    textSize(101);
    text("🏠 ", 17, 309);
    textSize(78);
    text("🍴 ", 269, 309);
    textSize(50);
    text("🥬 ", 292, 297);
}
};
} // FINALIZADO
function jogo2() {
    scene = 5;

    // Personagem

```

```

var Beaver = function(x, y) {
    this.x = x;
    this.y = y;
    this.img = getImage("creatures/Hopper-Happy");
    this.sticks = 0;
    this.sticksm = 0;
    this.badsticks = 0;
};

var im = 0;
var k = 0;
var f = 0;
var leftX = 59;
var leftX2 = 89;
var rightX = 251;
var rightX2 = 412;
var timer = 20;

Beaver.prototype.draw = function() {
    fill(255, 0, 0);
    this.y = constrain(this.y, 0, height-50);
    image(this.img, this.x, this.y, 40, 40);
};

Beaver.prototype.hop = function() {
    this.img = getImage("creatures/Hopper-Jumping");
    this.y -= 5;
};

Beaver.prototype.fall = function() {
    this.img = getImage("creatures/Hopper-Happy");
    this.y += 5;
};

Beaver.prototype.checkForStickGrab = function(stick) {
    if ((stick.x >= this.x && stick.x <= (this.x + 40)) &&
        (stick.y >= this.y && stick.y <= (this.y + 40))) {
        stick.y = -400;
        this.sticks++;
    }
};

Beaver.prototype.checkForStickmGrab = function(stickm) {
    if ((stickm.x >= this.x && stickm.x <= (this.x + 40)) &&

```



```

        (stickm.y >= this.y && stickm.y <= (this.y + 40))) {
            stickm.y = -400;
            this.sticksm++;
        }
    };

```

```

    Beaver.prototype.checkForbadStickGrab = function(badstick) {
        if ((badstick.x >= this.x && badstick.x <= (this.x + 40)) &&
            (badstick.y >= this.y && badstick.y <= (this.y + 40))) {
            badstick.y = -400;
            this.sticks--;
        }
    };

```

```

// Folha
var Stickm = function(x, y) {
    this.x = x;
    this.y = y;
};

```

```

Stickm.prototype.draw = function() {
    fill(30, 255, 0);
    rectMode(CENTER);
    ellipse(this.x, this.y, 18, 18);
};

```

```

var beaver = new Beaver(200, 300);

```

```

var sticksm = [];
for (var i = 0; i < 40; i++) {
    sticksm.push(new Stickm(i * 215 + 230, random(20, 260)));
}

```

```

// Vareda
var Stick = function(x, y) {
    this.x = x;
    this.y = y;
};

```

```

Stick.prototype.draw = function() {
    fill(89, 71, 0);
    rectMode(CENTER);
    rect(this.x, this.y, 5, 40);
};

```

```

var beaver = new Beaver(200, 300);

var sticks = [];
for (var i = 0; i < 40; i++) {
  sticks.push(new Stick(i * 40 + 300, random(20, 260)));
}
// BADVareda
var badStick = function(x, y) {
  this.x = x;
  this.y = y;
};

badStick.prototype.draw = function() {
  fill(209, 115, 20);
  rectMode(CENTER);
  rect(this.x, this.y, 5, 40);
};

var badsticks = [];
for (var i = 0; i < 40; i++) {
  badsticks.push(new badStick(i * 300 + 300, random(20, 260)));
}

// DRAW
draw = function() {
  background(19, 0, 82);

  noStroke();

  // Moon 1
  fill(245, 242, 177);
  ellipse(326, 51, 85, 85);
  fill(232, 230, 223);
  ellipse(326, 49, 80, 80);

  // Stars
  fill(255, 255, 255);
  ellipse(151, 100, 2, 2);
  ellipse(124, 207, 2, 2);
  ellipse(234, 100, 2, 2);
  ellipse(54, 140, 2, 2);
  ellipse(346, 196, 2, 2);
  ellipse(85, 27, 2, 2);

```

```
ellipse(187,181,2,2);
ellipse(358,75,2,2);
ellipse(171,112,2,2);
ellipse(386,155,2,2);
ellipse(140,16,2,2);
ellipse(38,57,2,2);
ellipse(140,16,2,2);
ellipse(102,138,2,2);
ellipse(208,132,2,2);
ellipse(155,61,2,2);
ellipse(52,12,2,2);
ellipse(143,233,2,2);
ellipse(378,61,2,2);
ellipse(378,202,2,2);
ellipse(50,194,2,2);
ellipse(209,71,1.2,1.2);
ellipse(225,157,1.2,1.2);
ellipse(119,71,1.2,1.2);
ellipse(360,187,1.2,1.2);
ellipse(168,168,1.2,1.2);
ellipse(72,160,1.2,1.2);
ellipse(233,181,1.2,1.2);
ellipse(30,33,1.2,1.2);
ellipse(360,140,1.2,1.2);
ellipse(380,19,1.2,1.2);
ellipse(144,163,1.2,1.2);
ellipse(88,194,1.2,1.2);
ellipse(88,71,1,1);
ellipse(166,71,1,1);
ellipse(115,39,1,1);
ellipse(252,40,2,2);
ellipse(215,33,2,2);
ellipse(170,46,2,2);
ellipse(384,105,2,2);

// Clouds
// 3
fill(63, 68, 99);
ellipse(rightX,38,105,63);
ellipse(rightX-51,39,53,32);
ellipse(rightX+51,39,53,32);
// 4
fill(82, 83, 89);
ellipse(rightX2,101,104,57);
```

```

ellipse(rightX2-49,101,51,31);
ellipse(rightX2+45,101,51,31);
// 2
fill(104, 107, 120);
ellipse(leftX2,124,104,57);
ellipse(leftX2+53,124,51,31);
ellipse(leftX2-56,124,51,31);
// 1
fill(85, 89, 112);
ellipse(leftX,101,104,57);
ellipse(leftX+46,101,51,31);
ellipse(leftX-46,101,51,31);

rightX -= 0.1;
leftX += 0.1;
leftX2 = leftX2 + 0.1;
rightX2 = rightX2 - 0.1;

if(leftX > 500){
    leftX = +1;
    leftX = random(-200, 100);
}
if(leftX2 > 500){
    leftX2 = +1;
    leftX2 = random(-200, 100);
}
if(rightX > 500){
    rightX = +1;
    rightX = random(-200, 100);
}
if(rightX2 > 500){
    rightX2 = +1;
    rightX2 = random(-200, 100);
}

im -= 1;
k -= 0.3;
f -= 0.1;
timer -= 0.01;

// Movimentação folha
for (var i = 0; i < sticksm.length; i++) {
    sticksm[i].draw();
    beaver.checkForStickmGrab(sticksm[i]);
}

```

```

        sticksm[i].x -= 1;
    }

    textSize(18);
    text("Folhas: " + beaver.sticksm, 122, 30);

    // Movimentação Vareda
    for (var i = 0; i < sticks.length; i++) {
        sticks[i].draw();
        beaver.checkForStickGrab(sticks[i]);
        sticks[i].x -= 1;
    }

    // Movimentação Vareda
    for (var i = 0; i < badsticks.length; i++) {
        badsticks[i].draw();
        beaver.checkForbadStickGrab(badsticks[i]);
        badsticks[i].x -= 1;
    }

    fill(251, 0, 255);
    text("Score: " + beaver.sticks, 20, 30);
    text("tempo: " + timer, 305, 30);

    //Montanhas
    {fill(51, 51, 51);
    beginShape();
    vertex(f + 2,341);
    vertex(f + 57,320);
    vertex(f + 91,335);
    vertex(f + 118,338);
    vertex(f + 147,316);
    vertex(f + 188,317);
    vertex(f + 233,324);
    vertex(f + 258,331);
    vertex(f + 304,311);
    vertex(f + 316,311);
    vertex(f + 346,317);
    vertex(f + 365,321);
    vertex(f + 408,310);
    vertex(f + 398,394);
    vertex(f + 1,398);
    vertex(f + 0,341);
    }

```

```
vertex(f + 2 + 300,341);
vertex(f + 57 + 300,320);
vertex(f + 91 + 300,335);
vertex(f + 118 + 300,338);
vertex(f + 147 + 300,316);
vertex(f + 188 + 300,317);
vertex(f + 233 + 300,324);
vertex(f + 258 + 300,331);
vertex(f + 304 + 300,311);
vertex(f + 316 + 300,311);
vertex(f + 346 + 300,317);
vertex(f + 365 + 300,321);
vertex(f + 408 + 300,310);
vertex(f + 398 + 300,394);
vertex(f + 1 + 300,398);
vertex(f + 0 + 300,341);
endShape();
```

```
// MONTANHAS DE MEDIO
```

```
fill(38, 38, 38);
beginShape();
vertex(k + 1,371);
vertex(k + 37,355);
vertex(k + 63,360);
vertex(k + 78,367);
vertex(k + 87,373);
vertex(k + 116,371);
vertex(k + 153,366);
vertex(k + 178,364);
vertex(k + 198,350);
vertex(k + 233,347);
vertex(k + 275,350);
vertex(k + 321,340);
vertex(k + 345,358);
vertex(k + 377,356);
vertex(k + 398,360);
vertex(k + 395,361);
vertex(k + 406,400);
vertex(k + 0,400);
endShape();
vertex(k + 1 + 300,371);
vertex(k + 37 + 300,355);
vertex(k + 63 + 300,360);
vertex(k + 78 + 300,367);
```

```
vertex(k + 87 + 300,373);
vertex(k + 116 + 300,371);
vertex(k + 153 + 300,366);
vertex(k + 178 + 300,364);
vertex(k + 198 + 300,350);
vertex(k + 233 + 300,347);
vertex(k + 275 + 300,350);
vertex(k + 321 + 300,340);
vertex(k + 345 + 300,358);
vertex(k + 377 + 300,356);
vertex(k + 398 + 300,360);
vertex(k + 395 + 300,361);
vertex(k + 406 + 300,400);
vertex(k + 0 + 300,400);
endShape();
vertex(k + 1 + 600,371);
vertex(k + 37 + 600,355);
vertex(k + 63 + 600,360);
vertex(k + 78 + 600,367);
vertex(k + 87 + 600,373);
vertex(k + 116 + 600,371);
vertex(k + 153 + 600,366);
vertex(k + 178 + 600,364);
vertex(k + 198 + 600,350);
vertex(k + 233 + 600,347);
vertex(k + 275 + 600,350);
vertex(k + 321 + 600,340);
vertex(k + 345 + 600,358);
vertex(k + 377 + 600,356);
vertex(k + 398 + 600,360);
vertex(k + 395 + 600,361);
vertex(k + 406 + 600,400);
vertex(k + 0 + 600,400);
endShape();
vertex(k + 1 + 900,371);
vertex(k + 37 + 900,355);
vertex(k + 63 + 900,360);
vertex(k + 78 + 900,367);
vertex(k + 87 + 900,373);
vertex(k + 116 + 900,371);
vertex(k + 153 + 900,366);
vertex(k + 178 + 900,364);
vertex(k + 198 + 900,350);
vertex(k + 233 + 900,347);
```

```
vertex(k + 275 + 900,350);  
vertex(k + 321 + 900,340);  
vertex(k + 345 + 900,358);  
vertex(k + 377 + 900,356);  
vertex(k + 398 + 900,360);  
vertex(k + 395 + 900,361);  
vertex(k + 406 + 900,400);  
vertex(k + 0 + 900,400);  
endShape();
```

```
// MONTANHA DE BAIXO
```

```
beginShape();  
fill(28, 28, 28);  
rect(0, 400, 5000, 30);  
vertex(im + 2,386);  
vertex(im + 51,375);  
vertex(im + 80,388);  
vertex(im + 111,393);  
vertex(im + 147,387);  
vertex(im + 180,383);  
vertex(im + 215,386);  
vertex(im + 296,390);  
vertex(im + 340,390);  
vertex(im + 362,381);  
vertex(im + 387,386);  
vertex(im + 396,392);  
vertex(im + 400,400);  
vertex(im + 0,401);  
vertex(im + 0,393);  
vertex(im + 2 + 300,386);  
vertex(im + 51 + 300,375);  
vertex(im + 80 + 300,388);  
vertex(im + 111 + 300,393);  
vertex(im + 147 + 300,387);  
vertex(im + 180 + 300,383);  
vertex(im + 215 + 300,386);  
vertex(im + 296 + 300,390);  
vertex(im + 340 + 300,390);  
vertex(im + 362 + 300,381);  
vertex(im + 387 + 300,386);  
vertex(im + 396 + 300,392);  
vertex(im + 400 + 300,400);  
vertex(im + 0 + 300,401);  
vertex(im + 0 + 300,393);
```



```
vertex(im + 2 + 600,386);
vertex(im + 51 + 600,375);
vertex(im + 80 + 600,388);
vertex(im + 111 + 600,393);
vertex(im + 147 + 600,387);
vertex(im + 180 + 600,383);
vertex(im + 215 + 600,386);
vertex(im + 296 + 600,390);
vertex(im + 340 + 600,390);
vertex(im + 362 + 600,381);
vertex(im + 387 + 600,386);
vertex(im + 396 + 600,392);
vertex(im + 400 + 600,400);
vertex(im + 0 + 600,401);
vertex(im + 0 + 600,393);
vertex(im + 2 + 900,386);
vertex(im + 51 + 900,375);
vertex(im + 80 + 900,388);
vertex(im + 111 + 900,393);
vertex(im + 147 + 900,387);
vertex(im + 180 + 900,383);
vertex(im + 215 + 900,386);
vertex(im + 296 + 900,390);
vertex(im + 340 + 900,390);
vertex(im + 362 + 900,381);
vertex(im + 387 + 900,386);
vertex(im + 396 + 900,392);
vertex(im + 400 + 900,400);
vertex(im + 0 + 900,401);
vertex(im + 0 + 900,393);
vertex(im + 2 + 1200,386);
vertex(im + 51 + 1200,375);
vertex(im + 80 + 1200,388);
vertex(im + 111 + 1200,393);
vertex(im + 147 + 1200,387);
vertex(im + 180 + 1200,383);
vertex(im + 215 + 1200,386);
vertex(im + 296 + 1200,390);
vertex(im + 340 + 1200,390);
vertex(im + 362 + 1200,381);
vertex(im + 387 + 1200,386);
vertex(im + 396 + 1200,392);
vertex(im + 400 + 1200,400);
vertex(im + 0 + 1200,401);
```

```
vertex(im + 0 + 1200,393);
vertex(im + 2 + 1500,386);
vertex(im + 51 + 1500,375);
vertex(im + 80 + 1500,388);
vertex(im + 111 + 1500,393);
vertex(im + 147 + 1500,387);
vertex(im + 180 + 1500,383);
vertex(im + 215 + 1500,386);
vertex(im + 296 + 1500,390);
vertex(im + 340 + 1500,390);
vertex(im + 362 + 1500,381);
vertex(im + 387 + 1500,386);
vertex(im + 396 + 1500,392);
vertex(im + 400 + 1500,400);
vertex(im + 0 + 1500,401);
vertex(im + 0 + 1500,393);
vertex(im + 2 + 1500,386);
vertex(im + 51 + 1500,375);
vertex(im + 80 + 1500,388);
vertex(im + 111 + 1500,393);
vertex(im + 147 + 1500,387);
vertex(im + 180 + 1500,383);
vertex(im + 215 + 1500,386);
vertex(im + 296 + 1500,390);
vertex(im + 340 + 1500,390);
vertex(im + 362 + 1500,381);
vertex(im + 387 + 1500,386);
vertex(im + 396 + 1500,392);
vertex(im + 400 + 1500,400);
vertex(im + 0 + 1500,401);
vertex(im + 0 + 1500,393);
endShape();
vertex(im + 2,386);
vertex(im + 51,375);
vertex(im + 80,388);
vertex(im + 111,393);
vertex(im + 147,387);
vertex(im + 180,383);
vertex(im + 215,386);
vertex(im + 296,390);
vertex(im + 340,390);
vertex(im + 362,381);
vertex(im + 387,386);
vertex(im + 396,392);
```

```
vertex(im + 400,400);
vertex(im + 0,401);
vertex(im + 0,393);
vertex(im + 2 + 300,386);
vertex(im + 51 + 300,375);
vertex(im + 80 + 300,388);
vertex(im + 111 + 300,393);
vertex(im + 147 + 300,387);
vertex(im + 180 + 300,383);
vertex(im + 215 + 300,386);
vertex(im + 296 + 300,390);
vertex(im + 340 + 300,390);
vertex(im + 362 + 300,381);
vertex(im + 387 + 300,386);
vertex(im + 396 + 300,392);
vertex(im + 400 + 300,400);
vertex(im + 0 + 300,401);
vertex(im + 0 + 300,393);
vertex(im + 2 + 600,386);
vertex(im + 51 + 600,375);
vertex(im + 80 + 600,388);
vertex(im + 111 + 600,393);
vertex(im + 147 + 600,387);
vertex(im + 180 + 600,383);
vertex(im + 215 + 600,386);
vertex(im + 296 + 600,390);
vertex(im + 340 + 600,390);
vertex(im + 362 + 600,381);
vertex(im + 387 + 600,386);
vertex(im + 396 + 600,392);
vertex(im + 400 + 600,400);
vertex(im + 0 + 600,401);
vertex(im + 0 + 600,393);
vertex(im + 2 + 900,386);
vertex(im + 51 + 900,375);
vertex(im + 80 + 900,388);
vertex(im + 111 + 900,393);
vertex(im + 147 + 900,387);
vertex(im + 180 + 900,383);
vertex(im + 215 + 900,386);
vertex(im + 296 + 900,390);
vertex(im + 340 + 900,390);
vertex(im + 362 + 900,381);
vertex(im + 387 + 900,386);
```

vertex(im + 396 + 900,392);
vertex(im + 400 + 900,400);
vertex(im + 0 + 900,401);
vertex(im + 0 + 900,393);
vertex(im + 2 + 1200,386);
vertex(im + 51 + 1200,375);
vertex(im + 80 + 1200,388);
vertex(im + 111 + 1200,393);
vertex(im + 147 + 1200,387);
vertex(im + 180 + 1200,383);
vertex(im + 215 + 1200,386);
vertex(im + 296 + 1200,390);
vertex(im + 340 + 1200,390);
vertex(im + 362 + 1200,381);
vertex(im + 387 + 1200,386);
vertex(im + 396 + 1200,392);
vertex(im + 400 + 1200,400);
vertex(im + 0 + 1200,401);
vertex(im + 0 + 1200,393);
vertex(im + 2 + 1500,386);
vertex(im + 51 + 1500,375);
vertex(im + 80 + 1500,388);
vertex(im + 111 + 1500,393);
vertex(im + 147 + 1500,387);
vertex(im + 180 + 1500,383);
vertex(im + 215 + 1500,386);
vertex(im + 296 + 1500,390);
vertex(im + 340 + 1500,390);
vertex(im + 362 + 1500,381);
vertex(im + 387 + 1500,386);
vertex(im + 396 + 1500,392);
vertex(im + 400 + 1500,400);
vertex(im + 0 + 1500,401);
vertex(im + 0 + 1500,393);
vertex(im + 2 + 1500,386);
vertex(im + 51 + 1500,375);
vertex(im + 80 + 1500,388);
vertex(im + 111 + 1500,393);
vertex(im + 147 + 1500,387);
vertex(im + 180 + 1500,383);
vertex(im + 215 + 1500,386);
vertex(im + 296 + 1500,390);
vertex(im + 340 + 1500,390);
vertex(im + 362 + 1500,381);

```
vertex(im + 387 + 1500,386);
vertex(im + 396 + 1500,392);
vertex(im + 400 + 1500,400);
vertex(im + 0 + 1500,401);
vertex(im + 0 + 1500,393);
endShape();
}
```

```
// Movimentação personagem
if (keysPressed && keyCode === 0) {
    beaver.hop();
} else {
    beaver.fall();
}
beaver.draw();
```

```
if (timer <= 0) {
    background(0, 255, 251);
    textSize(36);
    fill(0, 0, 0);
    text("YOU LOST!!!!", 100, 87);
    textSize(19);
    text("Obrigado por jogar, mas tente", 6, 137);
    text("novamente reiniciado o jogo, ", 5, 162);
    text("ou tente jogar os niveis mas facil", 5, 186);
    text("atenciosamente: Aram", 5, 390);
    image(getImage("creatures/OhNoes"), 173, 229, 100, 100);
    textSize(101);
    text("🏠 ", 17, 309);
    textSize(78);
    text("🍷 ", 269, 309);
}
```

```
if (beaver.sticks/sticks.length >= 0.80) {
    background(0, 255, 251);
    textSize(36);
    fill(0, 0, 0);
    text("YOU WIN!!!!", 100, 87);
    textSize(19);
    text("Obrigado por jogar, mas se ainda não", 6, 137);
    text("estiver satisfeito reinicie o jogo e tente ", 5, 162);
```

```

        text("jogar os outros niveis mas dificeis!!", 5, 186);
        text("atenciosamente: Aram", 5, 390);
        text(" 😎 ", 329, 199);
        image(getImage("creatures/Hopper-Cool"), 173, 229, 100, 100);
        textSize(101);
        text(" 🏠 ", 17, 309);
        textSize(78);
        text(" 🍷 ", 269, 309);
        textSize(50);
        text(" 🥬 ", 292, 297);
    }
};
} // FINALIZADO
function jogo3() {
    scene = 6;

    // Personagem
    var Beaver = function(x, y) {
        this.x = x;
        this.y = y;
        this.img = getImage("creatures/Hopper-Happy");
        this.sticks = 0;
        this.sticksm = 0;
    };

    Beaver.prototype.draw = function() {
        fill(255, 0, 0);
        this.y = constrain(this.y, 0, height-90);
        image(this.img, this.x, this.y, 40, 40);
    };

    Beaver.prototype.hop = function() {
        this.img = getImage("creatures/Hopper-Jumping");
        this.y -= 10;
    };

    Beaver.prototype.fall = function() {
        this.img = getImage("creatures/Hopper-Happy");
        this.y += 7;
    };

    Beaver.prototype.checkForStickGrab = function(stick) {
        if ((stick.x >= this.x && stick.x <= (this.x + 40)) &&
            (stick.y >= this.y && stick.y <= (this.y + 40))) {

```

```

        stick.y = -400;
        this.sticks++;
    }
};

```

```

Beaver.prototype.checkForStickmGrab = function(stickm) {
    if ((stickm.x >= this.x && stickm.x <= (this.x + 40)) &&
        (stickm.y >= this.y && stickm.y <= (this.y + 40))) {
        stickm.y = -400;
        this.sticksm++;
    }
};

```

```

// Folha
var Stickm = function(x, y) {
    this.x = x;
    this.y = y;
};

```

```

Stickm.prototype.draw = function() {
    fill(30, 255, 0);
    rectMode(CENTER);
    ellipse(this.x, this.y, 18, 18);
};

```

```

var beaver = new Beaver(200, 300);

```

```

var sticksm = [];
for (var i = 0; i < 40; i++) {
    sticksm.push(new Stickm(i * 215 + 230, random(20, 260)));
}

```

```

// Vareda
var Stick = function(x, y) {
    this.x = x;
    this.y = y;
};

```

```

Stick.prototype.draw = function() {
    fill(89, 71, 0);
    rectMode(CENTER);
    rect(this.x, this.y, 5, 40);
};

```

```

var beaver = new Beaver(200, 300);

var sticks = [];
for (var i = 0; i < 40; i++) {
    sticks.push(new Stick(i * 40 + 300, random(20, 260)));
}

// Chão
var grassXs = [];
for (var i = 0; i < 25; i++) {
    grassXs.push(i*20);
}

// DRAW
draw = function() {

    // Movimentação Chão
    background(168, 171, 171);
    fill(79, 78, 77);
    rectMode(CORNER);
    rect(0, height*0.90, width, height*0.10);

    for (var i = 0; i < grassXs.length; i++) {
        image(getImage("cute/PlainBlock"), grassXs[i], height*0.85, 34, 20);
        grassXs[i] -= 3;
        if (grassXs[i] <= -20) {
            grassXs[i] = width;
        }
    }

    // Movimentação folha
    for (var i = 0; i < sticksm.length; i++) {
        sticksm[i].draw();
        beaver.checkForStickmGrab(sticksm[i]);
        sticksm[i].x -= 3;
    }

    textSize(18);
    text("Folhas: " + beaver.sticksm, 122, 30);

    // Movimentação Vareda
    for (var i = 0; i < sticks.length; i++) {
        sticks[i].draw();
    }
}

```



```

        beaver.checkForStickGrab(sticks[i]);
        sticks[i].x -= 3;
    }

    textSize(18);
    text("Score: " + beaver.sticks, 20, 30);

    // Movimentação personagem
    if (keyIsPressed && keyCode === 0) {
        beaver.hop();
    } else {
        beaver.fall();
    }
    beaver.draw();
    if (beaver.sticks/sticks.length >= 0.65) {
        background(0, 255, 251);
        textSize(36);
        fill(0, 0, 0);
        text("YOU WIN!!!!", 100, 87);
        textSize(19);
        text("Obrigado por jogar, mas se ainda não", 6, 137);
        text("estiver sastifeito reinicie o jogo e tente ", 5, 162);
        text("jogar os outros niveis mas dificeis!!", 5, 186);
        text("atenciosamente: Aram", 5, 390);
        text(" 😎 ", 329, 199);
        image(getImage("creatures/Hopper-Cool"), 173, 229, 100, 100);
        textSize(101);
        text("🏠 ", 17, 309);
        textSize(78);
        text("🍵 ", 269, 309);
        textSize(50);
        text("🥬 ", 292, 297);
    }
};
} // FINALIZADO

// jogos
function jogo4() {
    scene = 7;

    // Personagem
    var leftX = 161;
    var rightX = 222;

```

```

var Beaver = function(x, y) {
    this.x = x;
    this.y = y;
    this.img = getImage("creatures/Hopper-Happy");
    this.sticks = 0;
    this.sticksm = 0;
    this.badstick = 0;
};

var timer = 25;

Beaver.prototype.draw = function() {
    fill(255, 0, 0);
    this.y = constrain(this.y, 0, height-90);
    image(this.img, this.x, this.y, 40, 40);
};

Beaver.prototype.hop = function() {
    this.img = getImage("creatures/Hopper-Jumping");
    this.y -= 5;
};

Beaver.prototype.fall = function() {
    this.img = getImage("creatures/Hopper-Happy");
    this.y += 5;
};

Beaver.prototype.checkForStickGrab = function(stick) {
    if ((stick.x >= this.x && stick.x <= (this.x + 40)) &&
        (stick.y >= this.y && stick.y <= (this.y + 40))) {
        stick.y = -400;
        this.sticks++;
    }
};

Beaver.prototype.checkForbadStickGrab = function(badstick) {
    if ((badstick.x >= this.x && badstick.x <= (this.x + 40)) &&
        (badstick.y >= this.y && badstick.y <= (this.y + 40))) {
        badstick.y = -400;
        this.sticks--;
    }
};

```

```

Beaver.prototype.checkForStickmGrab = function(stickm) {
  if ((stickm.x >= this.x && stickm.x <= (this.x + 40)) &&
      (stickm.y >= this.y && stickm.y <= (this.y + 40))) {
    stickm.y = -400;
    this.sticksn++;
  }
};

// Vareda BAD
var badStick = function(x, y) {
  this.x = x;
  this.y = y;
};

badStick.prototype.draw = function() {
  fill(255, 200, 0);
  rectMode(CENTER);
  rect(this.x, this.y, 5, 40);
};

var badsticks = [];
for (var i = 0; i < 40; i++) {
  badsticks.push(new badStick(i * 250 + 300, random(20, 260)));
}

// Folha
var Stickm = function(x, y) {
  this.x = x;
  this.y = y;
};

Stickm.prototype.draw = function() {
  fill(30, 255, 0);
  rectMode(CENTER);
  ellipse(this.x, this.y, 18, 18);
};

var sticksn = [];
for (var i = 0; i < 40; i++) {
  sticksn.push(new Stickm(i * 215 + 230, random(20, 260)));
}

// Vareda
var Stick = function(x, y) {

```

```

    this.x = x;
    this.y = y;
};

Stick.prototype.draw = function() {
    fill(89, 71, 0);
    rectMode(CENTER);
    rect(this.x, this.y, 5, 40);
};

var beaver = new Beaver(200, 300);

var sticks = [];
for (var i = 0; i < 40; i++) {
    sticks.push(new Stick(i * 40 + 300, random(20, 260)));
}

// Chão
var grassXs = [];
for (var i = 0; i < 25; i++) {
    grassXs.push(i*20);
}

// Arvores
var grassYs = [];
for (var i = 0; i < 25; i++) {
    grassYs.push(i*220);
}

// Draw
draw = function() {

    timer -= 0.01;

    background(184, 236, 255);
    fill(130, 79, 43);
    rectMode(CORNER);
    rect(0, height*0.90, width, height*0.10);

    // Movimentação Árvore
    for (var l = 0; l < grassYs.length; l++) {
        image(getImage("cute/TreeTall"), grassYs[l], height*0.70, 50, 70);
        grassYs[l] -= 0.9;
        if (grassYs[l] <= -40) {

```

```
        grassYs[l] = width;
    }
}
```

// Movimentação Chão

```
for (var i = 0; i < grassXs.length; i++) {
    image(getImage("cute/GrassBlock"), grassXs[i], height*0.85, 20, 20);
    grassXs[i] -= 0.9;
    if (grassXs[i] <= -20) {
        grassXs[i] = width;
    }
}
```

noStroke();

// clouds

```
fill(255, 170, 0);
ellipse(200, 100, 100, 100);
leftX -= 0.1;
rightX += 0.1;
fill(255, 255, 255);
// left cloud
ellipse(leftX, 150, 126, 97);
ellipse(leftX+62, 150, 70, 60);
ellipse(leftX-62, 150, 70, 60);
```

// right cloud

```
ellipse(rightX, 100, 126, 97);
ellipse(rightX+62, 100, 70, 60);
ellipse(rightX-62, 100, 70, 60);
```

// Movimentação folha

```
for (var i = 0; i < sticksm.length; i++) {
    sticksm[i].draw();
    beaver.checkForStickmGrab(sticksm[i]);
    sticksm[i].x -= 1.5;
}
```

textSize(18);

text("Folhas: " + beaver.sticksm, 122, 30);

// Movimentação Vareda

```
for (var i = 0; i < sticks.length; i++) {
    sticks[i].draw();
```

```

        beaver.checkForStickGrab(sticks[i]);
        sticks[i].x -= 1.5;
    }

    // Movimentação Vareda
    for (var i = 0; i < badsticks.length; i++) {
        badsticks[i].draw();
        beaver.checkForbadStickGrab(badsticks[i]);
        badsticks[i].x -= 1.5;
    }

    textSize(18);
    text("Score: " + beaver.sticks, 20, 30);
    text("Tempo: " + timer, 305, 30);

    // Movimentação personagem
    if (keyIsPressed && keyCode === 0) {
        beaver.hop();
    } else {
        beaver.fall();
    }
    beaver.draw();

    if (timer <= 0) {
        background(0, 255, 251);
        textSize(36);
        fill(0, 0, 0);
        text("YOU LOST!!!!", 100, 87);
        textSize(19);
        text("Obrigado por jogar, mas tente", 6, 137);
        text("novamente reiniciado o jogo, ", 5, 162);
        text("ou tente jogar os niveis mas facil", 5, 186);
        text("atenciosamente: Aram", 5, 390);
        image(getImage("creatures/OhNoes"), 173, 229, 100, 100);
        textSize(101);
        text("🏠", 17, 309);
        textSize(78);
        text("🧊", 269, 309);
    }

    if (beaver.sticks/sticks.length >= 0.75) {
        background(0, 255, 251);
    }

```

```

    textSize(36);
    fill(0, 0, 0);
    text("YOU WIN!!!!", 100, 87);
    textSize(19);
    text("Obrigado por jogar, mas se ainda não", 6, 137);
    text("estiver satisfeito reinicie o jogo e tente ", 5, 162);
    text("jogar os outros níveis mas difíceis!!", 5, 186);
    text("atenciosamente: Aram", 5, 390);
    text(" 😎 ", 329, 199);
    image(getImage("creatures/Hopper-Cool"), 173, 229, 100, 100);
    textSize(101);
    text("🏠 ", 17, 309);
    textSize(78);
    text("🍷 ", 269, 309);
    textSize(50);
    text("🥬 ", 292, 297);
  }
};
} // MEDIO
function jogo5() {
  scene = 8;

  var generator=new Random(1);
  var Range=function(time,height,darkness){
    this.time=time;
    this.height=height;
    this.darkness=color(darkness,darkness,darkness);
    this.display=function(){
      for(var i=0;i<0.01*400;i+=0.01){
        rectMode(CORNER);
        var height=map(noise(i+this.time),0,1,0,this.height);
        fill(this.darkness);
        noStroke();
        rect(i*100,400-height,1,height);
      }
    };
  };

  //Ranges
  var ranges=[];
  for(var i=0;i<4;i++){
    ranges.push(new Range(i*100000,i*100+100,i*25));
  }
}

```

```

//Sky
var sky={
  display:function(){
    for(var i=0;i<400;i++){
      rectMode(CORNER);
      noStroke();
      fill(0,map(noise(i*0.0001),0,1,50,150),map(noise(i*0.01),0,1,0,255));
      rect(i,0,1,400);
    }
  }
};

//Stars
var stars={
  positions:[],
  create:function(){
    if(this.positions.length<200){
      for(var i=0;i<200;i++){
        this.positions.push({
          x:random(0,400),
          y:random(0,400),
          size:generator.nextGaussian()*1+1
        });
      }
    }
  },
  display:function(){
    this.create();
    for(var i=0;i<this.positions.length;i++){
      fill(255, 255, 255);
      noStroke();

      ellipse(this.positions[i].x,this.positions[i].y,this.positions[i].size,this.positions[i].size);
    }
  }
};

// Personagem
var Beaver = function(x, y) {
  this.x = x;
  this.y = y;
  this.img = getImage("creatures/Hopper-Happy");
  this.sticks = 0;
  this.sticksm = 0;
  this.badsticks =0;

```



```
};
```

```
var im = 0;  
var k = 0;  
var f = 0;  
var leftX = 59;  
var leftX2 = 89;  
var rightX = 251;  
var rightX2 = 412;  
var timer = 20;
```

```
Beaver.prototype.draw = function() {  
    fill(255, 0, 0);  
    this.y = constrain(this.y, 0, height-50);  
    image(this.img, this.x, this.y, 40, 40);  
};
```

```
Beaver.prototype.hop = function() {  
    this.img = getImage("creatures/Hopper-Jumping");  
    this.y -= 6;  
};
```

```
Beaver.prototype.fall = function() {  
    this.img = getImage("creatures/Hopper-Happy");  
    this.y += 6;  
};
```

```
Beaver.prototype.checkForStickGrab = function(stick) {  
    if ((stick.x >= this.x && stick.x <= (this.x + 40)) &&  
        (stick.y >= this.y && stick.y <= (this.y + 40))) {  
        stick.y = -400;  
        this.sticks++;  
    }  
};
```

```
Beaver.prototype.checkForStickGrab = function(stickm) {  
    if ((stickm.x >= this.x && stickm.x <= (this.x + 40)) &&  
        (stickm.y >= this.y && stickm.y <= (this.y + 40))) {  
        stickm.y = -400;  
        this.sticksm++;  
    }  
};
```

```
Beaver.prototype.checkForbadStickGrab = function(badstick) {
```

```

        if ((badstick.x >= this.x && badstick.x <= (this.x + 40)) &&
            (badstick.y >= this.y && badstick.y <= (this.y + 40))) {
            badstick.y = -400;
            this.sticks--;
        }
    };

```

// Folha

```

var Stickm = function(x, y) {
    this.x = x;
    this.y = y;
};

```

```

Stickm.prototype.draw = function() {
    fill(30, 255, 0);
    rectMode(CENTER);
    ellipse(this.x, this.y, 18, 18);
};

```

```

var beaver = new Beaver(200, 300);

```

```

var sticksm = [];
for (var i = 0; i < 40; i++) {
    sticksm.push(new Stickm(i * 215 + 230, random(20, 260)));
}

```

// Vareda

```

var Stick = function(x, y) {
    this.x = x;
    this.y = y;
};

```

```

Stick.prototype.draw = function() {
    fill(89, 71, 0);
    rectMode(CENTER);
    rect(this.x, this.y, 5, 40);
};

```

```

var beaver = new Beaver(200, 300);

```

```

var sticks = [];
for (var i = 0; i < 40; i++) {
    sticks.push(new Stick(i * 40 + 300, random(20, 260)));
}

```

```

    // BADVareda
    var badStick = function(x, y) {
        this.x = x;
        this.y = y;
    };

    badStick.prototype.draw = function() {
        fill(209, 115, 20);
        rectMode(CENTER);
        rect(this.x, this.y, 5, 40);
    };

    var badsticks = [];
    for (var i = 0; i < 40; i++) {
        badsticks.push(new badStick(i * 300 + 300, random(20, 260)));
    }

    // DRAW
    draw = function() {
        background(19, 0, 82);
        sky.display();
        stars.display();
        for(var i=ranges.length-1;i>=0;i--){
            ranges[i].display();
        }
        noStroke();
        im -= 1.8;
        k -= 0.38;
        f -= 0.18;
        timer -= 0.01;

        // Movimentação folha
        for (var i = 0; i < sticksm.length; i++) {
            sticksm[i].draw();
            beaver.checkForStickmGrab(sticksm[i]);
            sticksm[i].x -= 1.8;
        }

        textSize(18);
        text("Folhas: " + beaver.sticksm, 122, 30);

        // Movimentação Vareda
        for (var i = 0; i < sticks.length; i++) {

```

```

sticks[i].draw();
beaver.checkForStickGrab(sticks[i]);
sticks[i].x -= 1.8;
}

// Movimentação BAD Varede
for (var i = 0; i < badsticks.length; i++) {
    badsticks[i].draw();
    beaver.checkForbadStickGrab(badsticks[i]);
    badsticks[i].x -= 1.8;
}

fill(251, 0, 255);
text("Score: " + beaver.sticks, 20, 30);
text("tempo: " + timer, 305, 30);

// Movimentação personagem
if (keyIsPressed && keyCode === 0) {
    beaver.hop();
} else {
    beaver.fall();
}
beaver.draw();

if (timer <= 0) {
    background(0, 255, 251);
    textSize(36);
    fill(0, 0, 0);
    text("YOU LOST!!!!", 100, 87);
    textSize(19);
    text("Obrigado por jogar, mas tente", 6, 137);
    text("novamente reiniciado o jogo, ", 5, 162);
    text("ou tente jogar os niveis mas facil", 5, 186);
    text("atenciosamente: Aram", 5, 390);
    image(getImage("creatures/OhNoes"), 173, 229, 100, 100);
    textSize(101);
    text("🏠 ", 17, 309);
    textSize(78);
    text("🔪 ", 269, 309);
}

if (beaver.sticks/sticks.length >= 0.80) {

```

```

        background(0, 255, 251);
        textSize(36);
        fill(0, 0, 0);
        text("YOU WIN!!!!", 100, 87);
        textSize(19);
        text("Obrigado por jogar, mas se ainda não", 6, 137);
        text("estiver sastifeito reinicie o jogo e tente ", 5, 162);
        text("jogar os outros niveis mas dificeis!!", 5, 186);
        text("atenciosamente: Aram", 5, 390);
        text(" 😎 ", 329, 199);
        image(getImage("creatures/Hopper-Cool"), 173, 229, 100, 100);
        textSize(101);
        text("🏠 ", 17, 309);
        textSize(78);
        text("🍷 ", 269, 309);
        textSize(50);
        text("🥬 ", 292, 297);
    }
};
} // FINALIZADO
function bonus() {
    scene = 9;

    // Personagem
    var leftX = 161;
    var rightX = 222;
    var Beaver = function(x, y) {
        this.x = x;
        this.y = y;
        this.img = getImage("creatures/Hopper-Happy");
        this.sticks = 0;
        this.sticksm = 0;
    };

    Beaver.prototype.draw = function() {
        fill(255, 0, 0);
        this.y = constrain(this.y, 0, height-90);
        image(this.img, this.x, this.y, 40, 40);
    };

    Beaver.prototype.hop = function() {
        this.img = getImage("creatures/Hopper-Jumping");
        this.y -= 5;
    };
};

```

```

Beaver.prototype.fall = function() {
  this.img = getImage("creatures/Hopper-Happy");
  this.y += 5;
};

```

```

Beaver.prototype.checkForStickGrab = function(stick) {
  if ((stick.x >= this.x && stick.x <= (this.x + 40)) &&
    (stick.y >= this.y && stick.y <= (this.y + 40))) {
    stick.y = -400;
    this.sticks++;
  }
};

```

```

Beaver.prototype.checkForStickmGrab = function(stickm) {
  if ((stickm.x >= this.x && stickm.x <= (this.x + 40)) &&
    (stickm.y >= this.y && stickm.y <= (this.y + 40))) {
    stickm.y = -400;
    this.sticksm++;
  }
};

```

```

var septuby = 0;
noStroke();
var cloud = function(x,y){

  fill(0, 0, 0,50);
  arc(x+174+2, y+261+2, 50, 50, 180, 360);
  arc(x+222+2, y+261+2, 79, 104, 181, 360);
  arc(x+263+2, y+261+2, 43, 54, 181, 360);
  rect(x+140+2,y+260+2,154,8,100);
  ellipse(x+187+2,y+237+2,30,30);
  fill(255, 255, 255);
  arc(x+174, y+261, 50, 50, 180, 360);
  arc(x+222, y+261, 79, 104, 181, 360);
  arc(x+263, y+261, 43, 54, 181, 360);
  rect(x+140,y+260,154,8,100);
  ellipse(x+187,y+237,30,30);

};

```

```

var Tube = function(x,y){

    fill(0, 0, 0,50);
    rect(x+2, -350+y+2, 50, 400,20);
    rect(x+2, 150+y+septuby+2, 50, 400,20);

    fill(217, 147, 147);
    rect(x, -350+y, 50, 400,20);
    rect(x, 150+y+septuby, 50, 400,20);
    fill(181, 111, 111);
    rect(x+24, 150+y+septuby, 50-30, 400,20);
    fill(181, 111, 111);
    rect(x+24, -350+y+septuby, 50-30, 392,20);

    fill(232, 181, 181);
    ellipse(x+24,y+165,33,21);
    ellipse(x+37,y+174,10,10);
    ellipse(x+22,y+176,10,10);
    ellipse(x+32,y+185,8,8);
    fill(181, 111, 111);
    ellipse(x+24,y+37,33,21);
    ellipse(x+15,y+29,10,10);
    ellipse(x+18,y+17,8,8);};

var tube2 = function(x,y){

    fill(0, 0, 0,50);
    rect(x+2, 150+y+septuby+2, 40, 400,20);

    fill(188, 147, 217);
    rect(x, 150+y+septuby, 40, 400,20);
    fill(158, 116, 189);
    rect(x+22, 157+y+septuby, 40-30, 400,20);

    fill(208, 177, 230);
    ellipse(x+21,y+165,28,21);
    ellipse(x+30,y+174,10,10);
    ellipse(x+17,y+176,10,10);
    ellipse(x+27,y+185,8,8);};

var bg2 = function(){
    background(143, 227, 255);
    fill(255, 255, 255,50);
    rect(20,20,360,380,20);
    cloud(153,-48);
    cloud(-218,-127);

```

```

tube2(91,99);
tube2(27,113);
tube2(57,80);
tube2(-6,71);
tube2(91+130,99);
tube2(27+130,35);
tube2(57+130,80);
tube2(-6+130,79);
tube2(97+130*2,99);
tube2(27+130*2,32);
tube2(57+130*2,80);
tube2(-6+130*2,71);
tube2(121+130*2,82);
fill(0, 0, 0,10);
rect(0,282,400,100);
rect(0,282+10,400,100);
rect(0,282+20,400,100);
rect(0,282+30,400,100);
rect(0,282+40,400,100);

fill(64, 161, 105);
ellipse(20,341,146,73);
fill(79, 181, 122);
ellipse(20,341,75,67);

fill(64, 161, 105);
ellipse(263,341,146,73);
fill(79, 181, 122);
ellipse(252,341,75,67);});
var bg = function(){

  noStroke();
  fill(191, 255, 0);
  rect(-1,247+94,401,62);
  fill(0, 0, 0,50);
  rect(-6,289+45,407,24);
  fill(255, 217, 0);
  stroke(181, 127, 27);strokeWeight(4);

  rect(-6,285+45,407,24);
  noStroke();
  fill(133, 207, 68);
  rect(-1,270+108,401,62);
  fill(207, 169, 80);});

```



```

// Folha
var Stickm = function(x, y) {
    this.x = x;
    this.y = y;
};

Stickm.prototype.draw = function() {
    fill(30, 255, 0);
    rectMode(CENTER);
    ellipse(this.x, this.y, 18, 18);
};

var beaver = new Beaver(200, 300);

var sticksm = [];
for (var i = 0; i < 40; i++) {
    sticksm.push(new Stickm(i * 215 + 230, random(20, 260)));
}

// Vareda
var Stick = function(x, y) {
    this.x = x;
    this.y = y;
};

Stick.prototype.draw = function() {
    fill(89, 71, 0);
    rectMode(CENTER);
    rect(this.x, this.y, 5, 40);
};

var beaver = new Beaver(200, 300);

var sticks = [];
for (var i = 0; i < 40; i++) {
    sticks.push(new Stick(i * 40 + 300, random(20, 260)));
}

// Chão
var grassXs = [];
for (var i = 0; i < 25; i++) {
    grassXs.push(i*20);
}

```

```

// Arvores
var grassYs = [];
for (var i = 0; i < 25; i++) {
    grassYs.push(i*220);
}

// Draw
draw = function() {
    background(184, 236, 255);
    fill(130, 79, 43);
    rectMode(CORNER);
    rect(0, height*0.90, width, height*0.10);

    bg();
    bg2();
    fill(130, 79, 43);
    rect(0, 360, 400, 50);

    // Movimentação Chão
    for (var i = 0; i < grassXs.length; i++) {
        image(getImage("cute/GrassBlock"), grassXs[i], height*0.85, 20, 20);
        grassXs[i] -= 0.8;
        if (grassXs[i] <= -20) {
            grassXs[i] = width;
        }
    }

    // Movimentação folha
    for (var i = 0; i < sticksm.length; i++) {
        sticksm[i].draw();
        beaver.checkForStickmGrab(sticksm[i]);
        sticksm[i].x -= 0.8;
    }

    textSize(18);
    text("Folhas: " + beaver.sticksm, 122, 30);

    // Movimentação Vareda
    for (var i = 0; i < sticks.length; i++) {
        sticks[i].draw();
    }

```

```

        beaver.checkForStickGrab(sticks[i]);
        sticks[i].x -= 0.8;
    }

    textSize(18);
    text("Score: " + beaver.sticks, 20, 30);

    // Movimentação personagem
    if (keysPressed && keyCode === 0) {
        beaver.hop();
    } else {
        beaver.fall();
    }
    beaver.draw();

    if (beaver.sticks/sticks.length >= 0.75) {
        background(151, 90, 153);
        textSize(36);
        fill(0, 0, 0);
        text("FELIZ DIAS DAS MÃES!!!!", 5, 87);
        textSize(19);
        text("Mãe, sem você não sei viver;", 6, 137);
        text("Sem você não sei amar ", 5, 162);
        text("Sem você não sei falar", 5, 186);
        text("Mãe, não existo sem você", 5, 206);
        text("MÃE, TE AMO!!", 5, 390);
    }
};
} // FINALIZADO

// menu
function história() {
    background(241, 255, 82);
    scene = 2;
    textSize(15);
    text("Nesta aventura Você irá coletar SCORE (vareta)", 7, 24);
    text("para ajudar o castor há construir sua casa!!", 8, 47);
    text("mas cuidado com as armadilhas,e inimigo, você", 7, 71);
    text("pode coletar folhas para fazer um bom almoço.", 10, 97);
    text("BOA SORTE", 141, 128);
    textSize(109);
    text("🐿️", 74, 280);

```

```

fill(255, 255, 255);
rect(253, 333, 108, 50);
textSize(26);
fill(0, 0, 0);
text("Sair", 282, 371);

if(clicked === true && mouseX >= 253 && mouseX <= 359 && mouseY >= 284 &&
mouseY >= 333){
    scene = 0;
}

} // MEDIO
function tutorial() {
    background(241, 255, 82);
    scene = 3;

    textSize(15);
    text("Aperte qualquer botão do teclado para subir",7, 24);
    text("ou segure para subir mais rapido, ele decera ",8, 47);
    text("rapidamente no chão, agora so pegar as varetas",7, 71);
    text("no ar.",10, 97);
    text("BOA SORTE",141, 128);

    fill(255, 255, 255);
    rect(253, 333, 108, 50);
    textSize(26);
    fill(0, 0, 0);
    text("Sair", 282, 371);

    if(clicked === true && mouseX >= 253 && mouseX <= 359 && mouseY >= 284 &&
mouseY >= 333){
        scene = 0;
    }

} // MEDIO

draw = function() {

    if(scene === 0){
        menu();
    }
}

```

```
    if(scene === 1){  
        niveis();  
    }  
    if(scene === 2){  
        história();  
    }  
    if(scene === 3){  
        tutorial();  
    }  
    if(scene === 4){  
        jogo1();  
    }  
    if(scene === 5){  
        jogo2();  
    }  
    if(scene === 6){  
        jogo3();  
    }  
    if(scene === 7){  
        jogo4();  
    }  
    if(scene === 8){  
        jogo5();  
    }  
    if(scene === 9){  
        bonus();  
    }  
    clicked = false;  
};
```

```
menu();
```