

## Development Write Up

1. **Name:** Blake Masters
2. **Screenshots:**



3. **Overview:** Caterpillars are spawned on click and then path towards the hole using the A\* pathing algorithm. As the caterpillars are pathing to the hole, they leave a path of flowers because they fertilize the grass they tread across. Once they reach the hole, they transform into butterflies. Before this worm spawns, a function call randomizes positive integer values to create a hole a random amount south-east of the click, this will spawn below and to the right of world boundaries but worms cannot reach it due to grid boundaries.
4. **Instructions:** Click anywhere on the grassy plains to spawn a caterpillar, watch glorious metamorphosis happen as they reach their holes. Also pay attention to the path of flowers they leave behind
5. **Transformed Entity (animating and active):** Caterpillar transforms into Butterfly
6. **New Entity (animating, active, and mobile):** Butterfly animates in place flapping its wings. It also acts as a hole blocking animated obstacle for future worms
7. N/A

8. **Extras:** We spent a lot of time hand making the caterpillar animation frames and butterfly. We also learned how to photoshop so we could mask the flowerbed onto the grass background tiles. We also spent time adding recursive functionality to the hole so that multiple worms could path towards it and transform once they reach it