P5 workshop workflow

Prerequisites:

* VsCode (or atom as we need live hot reload servers )
* P5 js library [http://bit.ly/p5\_source]
* Basic HTML and JS

Items :

* Intro to P5:
  + What is P5 and why P5?
* JS fundamentals:
  + Loops and conditionals
  + Functions
  + JS objects and classes
* Basics of P5:
  + setup() and draw() loop functions
  + background()
  + loop() and noLoop()
  + Drawing (shapes, lines etc.)
  + Color
  + Stroke, noStroke, fill , noFill
  + P5 variables
  + P5 map,min,max, random ,constrain keyPressed functions
  + P5 transformations( rotate, translate, push ,pop etc.)
  + P5 buttons, sliders and other DOM elements
  + mouseDragged() ,mousePressed(), mouseClicked() ,mouseButton
  + frameCount and frameRate
  + P5 in 3D using WebGL
  + Live video capture and pixel manipulation
  + P5 text
* Project (One of the below ,more if we have time):
  + Snake game
  + Liassajous figure table
  + Menger
  + Flappy bird

(most likely Flappy bird )