**Steps**

1. Make a circle
2. Put the circle in a loop to make 10 circles
3. Make the y value of those circles = mousey
4. Space out the circles along the x axis
5. Create an array to store the colors, x values, and radius sizes
6. On mouse press, circles fall

\*this is where I got stuck\*

1. Smooth out the fall of the circles
2. When the circle reach the end of the canvas set the y value equal to mousY
3. Create an inverse function to increase r as mouseX decreases
4. When mouse is un-pressed, stop the circels from falling

**Resources**

* Lecture slides
* Lecture examples
* In class assignments
* Previous completed labs
* <https://p5js.org/examples/hello-p5-animation.html>
* <https://p5js.org/examples/structure-loop.html>
* <https://www.w3schools.com/js/js_loop_for.asp>
* <https://www.w3schools.com/jsref/event_clientx.asp>
* <https://stackoverflow.com/questions/6958401/the-difference-between-and#:~:text=%3D%2B%20is%20just%20the%20assignment,5%2C%20so%20x%20%3D%205>.
* <https://p5js.org/learn/interactivity.html>
* <https://p5js.org/reference/#/p5/mousePressed>
* <https://p5js.org/reference/#/p5/mouseClicked>
* <https://p5js.org/reference/#/p5/mouseX>

**Errors**

* app.js:27 Uncaught SyntaxError: Unexpected token ')'
* app.js:27 Uncaught SyntaxError: Unexpected token '='
* circles way to big
* Uncaught SyntaxError: Unexpected identifier
* app.js:3 Uncaught ReferenceError: mouseX is not defined
* at app.js:3
* Circles filckering
* app.js:28 Uncaught ReferenceError: r is not defined
* at draw (app.js:28)
* at m.i.redraw (p5.min.js:3)
* at m.<anonymous> (p5.min.js:3)
* at m.<anonymous> (p5.min.js:3)
* at new m (p5.min.js:3)
* at n (p5.min.js:3)
* Circles ontop of eachother
* Uncaught SyntaxError: Unexpected token ';'
* Uncaught SyntaxError: Unexpected token '{'
* app.js:29 Uncaught ReferenceError: m is not defined
* at draw (app.js:29)
* at m.i.redraw (p5.min.js:3)
* at m.<anonymous> (p5.min.js:3)
* at m.<anonymous> (p5.min.js:3)
* at new m (p5.min.js:3)
* at n (p5.min.js:3)
* app.js:29 Uncaught ReferenceError: mouse is not defined
* at draw (app.js:29)
* at m.i.redraw (p5.min.js:3)
* at m.<anonymous> (p5.min.js:3)
* at m.<anonymous> (p5.min.js:3)
* at new m (p5.min.js:3)
* at n (p5.min.js:3)
* Circles vertical instead of horizontal
* Uncaught SyntaxError: Unexpected token '}'
* app.js:30 Uncaught ReferenceError: mouse is not defined
* at draw (app.js:30)
* at m.i.redraw (p5.min.js:3)
* at m.<anonymous> (p5.min.js:3)
* at m.<anonymous> (p5.min.js:3)
* at new m (p5.min.js:3)
* at n (p5.min.js:3)
* Circels don’t move
* app.js:29 Uncaught ReferenceError: mouse is not defined
* at draw (app.js:29)
* at m.i.redraw (p5.min.js:3)
* at m.<anonymous> (p5.min.js:3)
* at m.<anonymous> (p5.min.js:3)
* at new m (p5.min.js:3)
* at n (p5.min.js:3)
* Uncaught SyntaxError: Unexpected token ','
* Uncaught SyntaxError: Unexpected token '{'
* app.js:57 Uncaught SyntaxError: Unexpected end of input
* Uncaught SyntaxError: Unexpected token ';'
* Circles only move alittle bit