Assignment: Practice some of the new functions!

Instructions:

- Using what you learned from the code along:
    a. Apply functions we covered
    b. Learn some new ones from the docs
- To create some art. Use loops and conditions to make stuff interesting.
- Some ideas, pong, frogger, music visualization(can be tough) or even some reactive drawing.

Some tips:
- Use loops, if statements to control obstacles if you are working with many
- Use arrays to hold the objects with your obstacle positions

Submission Guidelines:

- Show it to a TA, present to class

Resources:

- Js example code on resources github
- Use the p5js examples site to give you inspiration/ideas