Art and Code | FWCD

Whatever you want to call it

Objective

Learn how to break down bigger scenes into modules and write action methods.

Instructions

Make a scene of your choosing. You must write at least 5 methods to accomplish your scene. This does not include setup() and draw(). Use at least 1 loop in your implementation.

Recommendation: use pushStyle() and popStyle() to prevent your methods from affecting each other.

print out the mouseX and mouseY values to the console to see where the mouse is on the screen.

Examples

We'll look at examples in class.