# Art and Code | FWCD

ZombieZoog

Objective

Practice using variables and the random function.

Instructions

You create a zombie zoog by having him mindlessly move across your screen and changing his eye color randomly.

1. Open your Interactive Zoog lab. Save As… ZombieZoog. No need to recreate the wheel.
2. Instead of Zoog moving around with the mouse, have Zoog move from the left corner of the screen to the bottom right corner of the screen 1 pixel at a time.
3. As Zoog moves, his eyes should spaz with random colors. Must use color variable.
4. Overwrite the keyPressed() method so in the event that Zoog is going off the screen, you can hit any key that will cause him to change directions.
5. CHALLENGE - Make him move faster each time you hit a key to change his direction.
6. CHALLENGE - Add an interactive function to turn the lights off and on so you only see his eyes.

Examples
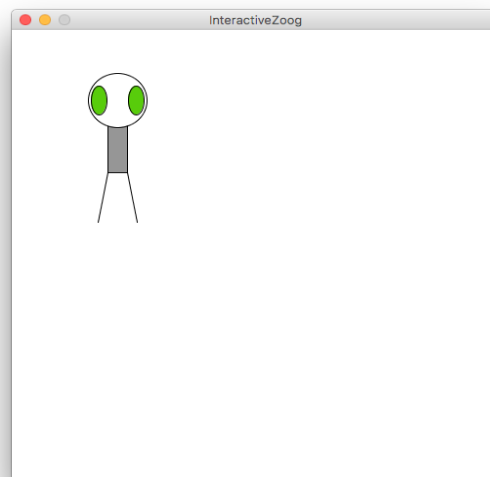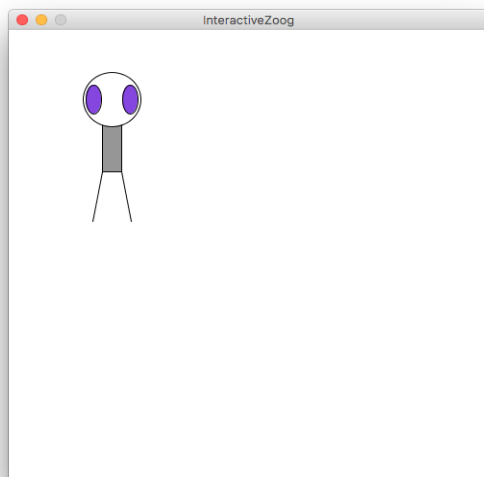
ZombieZoog

Hints

Changing Zoog's direction might be the challenge of this lab. To get the opposite of a number you can multiply by -1.