Flight of a Blue Jay Documentation

Function documentation:

* world.findGroundHeight(x) – used to find the ground height specified x value.

The following will draw a blue curve directly on the ground:

let feetHeight = world.findGroundHeight(jay.displayPoint.x);

fill(0, 30, 250, 100);

beginShape();

for(var i = 0; i < width; i+=world.detail){

var h = world.findGroundHeight(i) *// Absolute height*

+ linearDist(feetHeight, jay.position.y) *// shifts down when jay's Y increases*

- linearDist(feetHeight, jay.displayPoint.y)

+ 20

vertex(i, h);

}

vertex(width, height);

vertex(0, height);

endShape();