

- code is drawing one line and erasing it before drawing another

- need a way to draw the lines as the user draws - them (currently working) and a way to have them persist when drawing another line

- need multidimensional array

- tried putting the drawing code in a function and having it run every time the mouse is pressed

- can't use multiple user inputs to draw multiple lines because it's user lead to finish the image so there's no specific number of times I could use it

- could change the program to only draw 1 image but then I can't use randoms