

Pixel Paper - 800 x 600
Graph Paper for Screen Coordinates

Process Work

Finish the Drawing

- Program makes a random image
- User uses mouse to finish image

Drawing Prompts

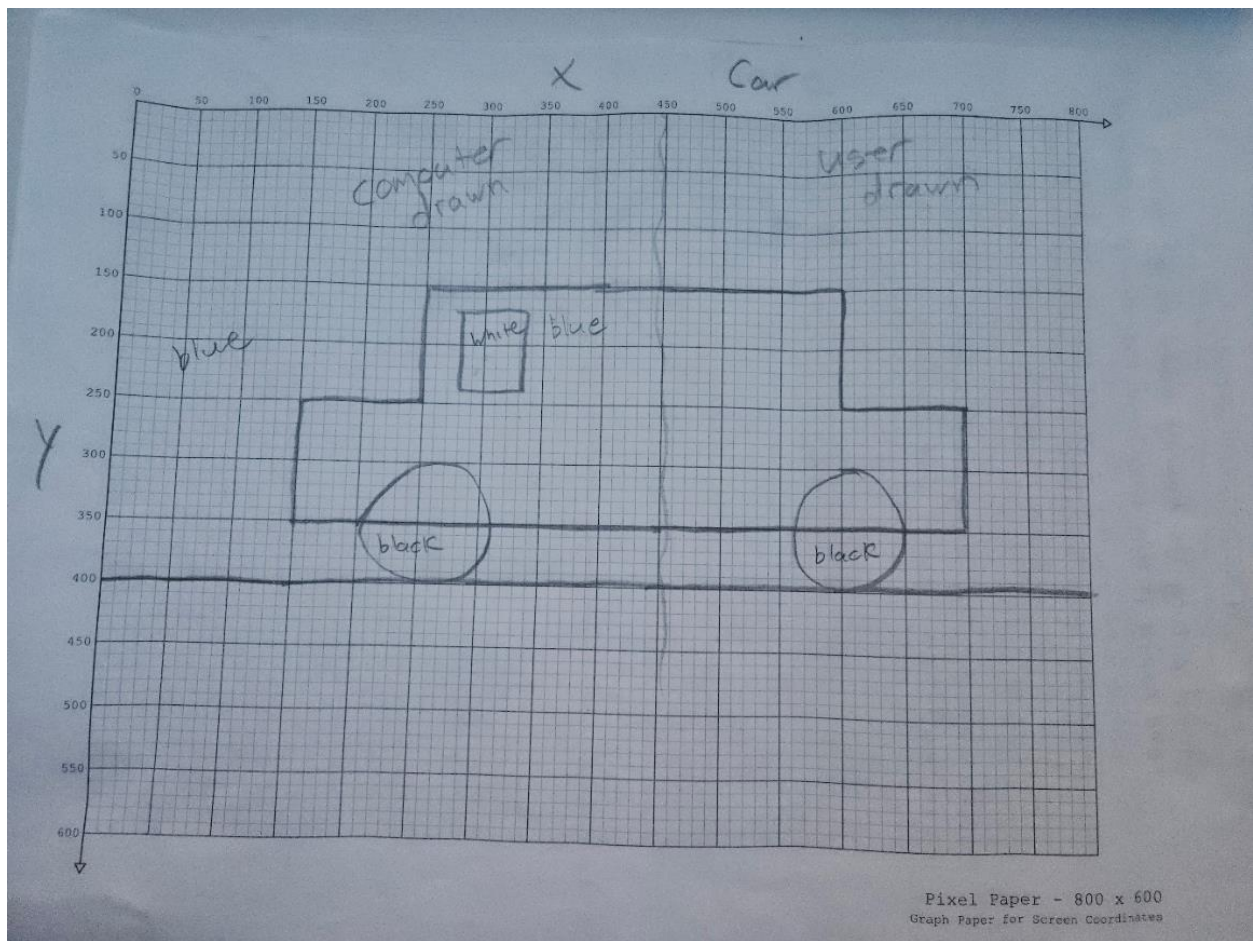
- Program picks random image from an array of pre-selected ideas
- User is prompted to draw it

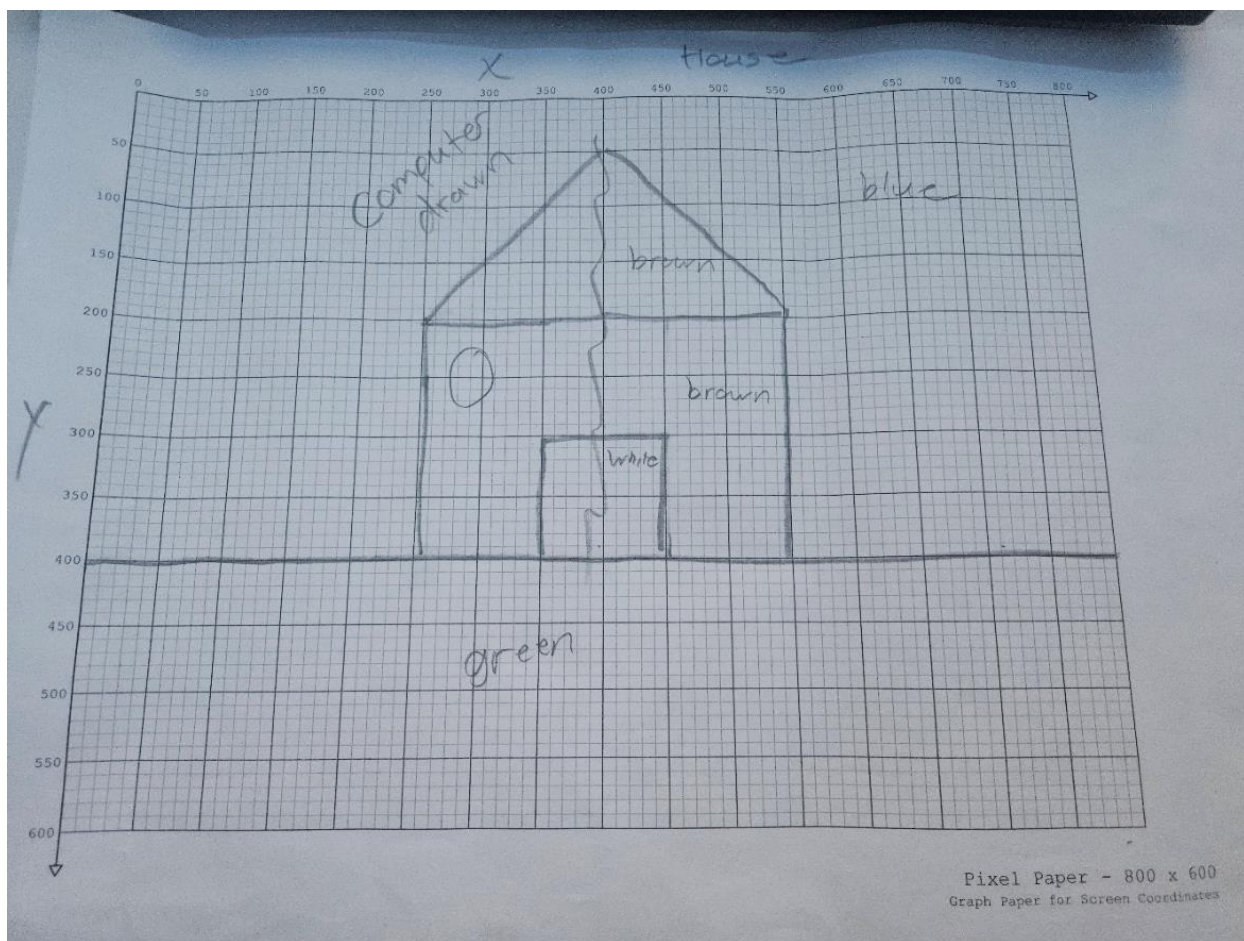
Copy the Image

- Program draws an image
- User is asked to copy it

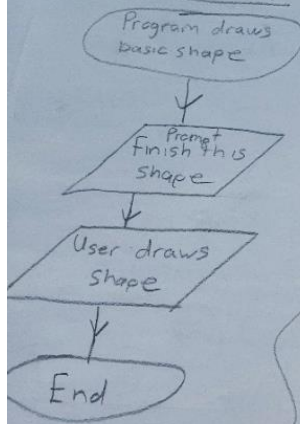
Draw the Gesture

- Program prompts user with a gesture
- User needs to draw the gesture in the face given

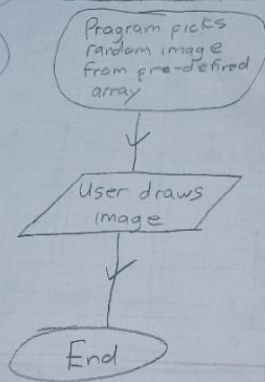




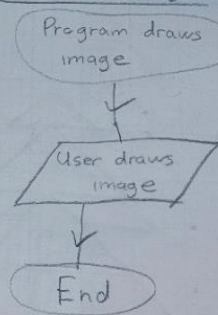
Finish the Drawing



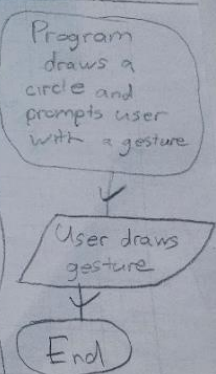
Drawing Prompts



Copy the Image



Draw the Gesture



- 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