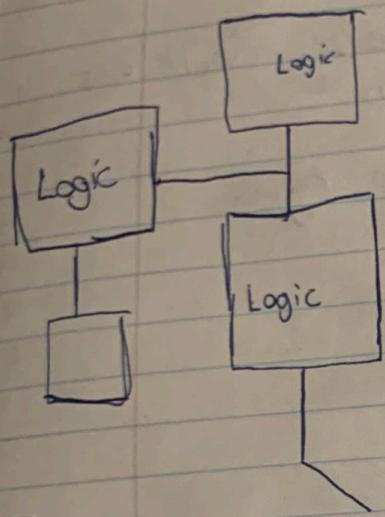


28JAN25 Interactive 2D Drawing

General concept: Skull that follows your mouse only when the left mouse button is held



setup window (size, title, FPS)

as well as Line color and fill color
F had the idea draw one instance of skull in middle of screen once and then leave in until moved
Called function in setup at $x=200$ $y=200$
Function defined to draw skull at x,y coordinates based on grid paper v2

Drawing functions, copy paste Draw.Line
and swapped X coord + → - to create symmetry

completed drawing

tested window function as well as draw skull function for initial 200×200

First Problem → Skull upside down see pic
had to swap all $y-\# \rightarrow y+\#$ and vice versa

remembered Problems occurred, only part of skull was drawn → pic attached
fixed one part → update X & Y coords in funct.
Simply swapping ALL Y values was a mistake

Final spot to fix was nose

Hilary



y (1x1 | R8G8B8A8 | 1 mipmaps)

cessfully

essfully

ccessfully

ssfully

ssfully

uccessfully in RAM (CPU)

uccessfully in VRAM (GPU)

cessfully

y (128x1

4 glyphs

seconds

Point ->

le loaded

y (512x2

size | 95

size | 95

y (4096x

successf

ccessfull

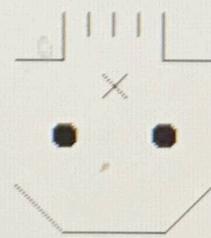
y (4096x4096 | R8G8B8A8 | 1 mipmaps)

successfully (32 bits)

ccessfully



Skull Cursor Foll...



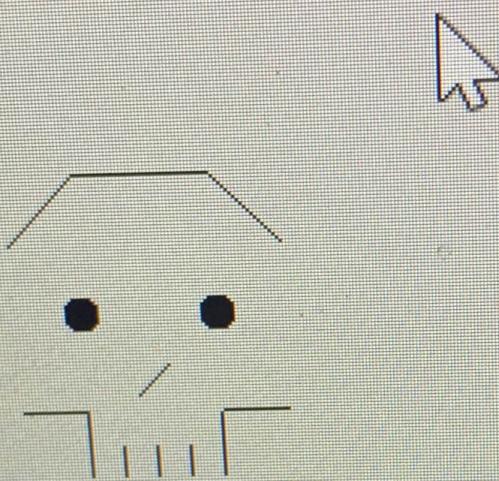
1 seconds

ull Cursor Foll...

-

□

X



pmaps)

Point -> 32-bit IEEE Floating Point

le loaded successfully.

lly (512x256) GRAY ALPHABET

00000000 | GRAY ALPHA L1 | midrange 1

~~Drew function~~ DRAWING
created called function in update
after clearbackground every frame X, Y value
was brought in as mousePositionX, Y

cursor followed mouse fine... skull was
now upside down again

Had to swap Y values again
except nose

Swapped teeth

then eyes

then actual structure

right side up again

add if statement if key is held
down and place clear background
in conditional

~~Want to screen where you have~~

Big Problem: I had started
writing all my code without version control.
At this point had to initialize a new
version control on Github for my project

After this was initialized, I decided to
change how the initial function
in the setup was called. Instead
of hard coding 200, 200
I changed it into window.height / 2 to get in
the middle



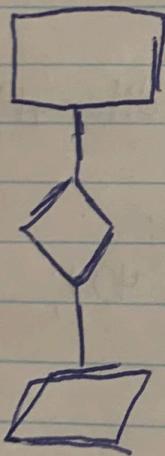
For the background I called the clear background once in the setup before calling the draw skull function. I just changed the colour of the already cleared background.

I also thought of making clouds move in the background when holding space.

Before I implemented this I went back to add comments

I then moved the draw.fillcolor into the function instead of the setup.

My initial thought to make clouds move



variable for X position of clouds
if space is held down
Clear background

~~Draw cloud function with~~
~~space~~ X position of clouds.

X ++

I had to create a function to draw the clouds



After lots of testing and code that has been proving a little too complicated (trying to add four beeps that more across the screen all as one group), options were running out.

The skull following the mouse when left clicking works, and I've made a barrier that prevents the skull from leaving the screen. The skull cursor might be the only thing that works (despite starting upside down).

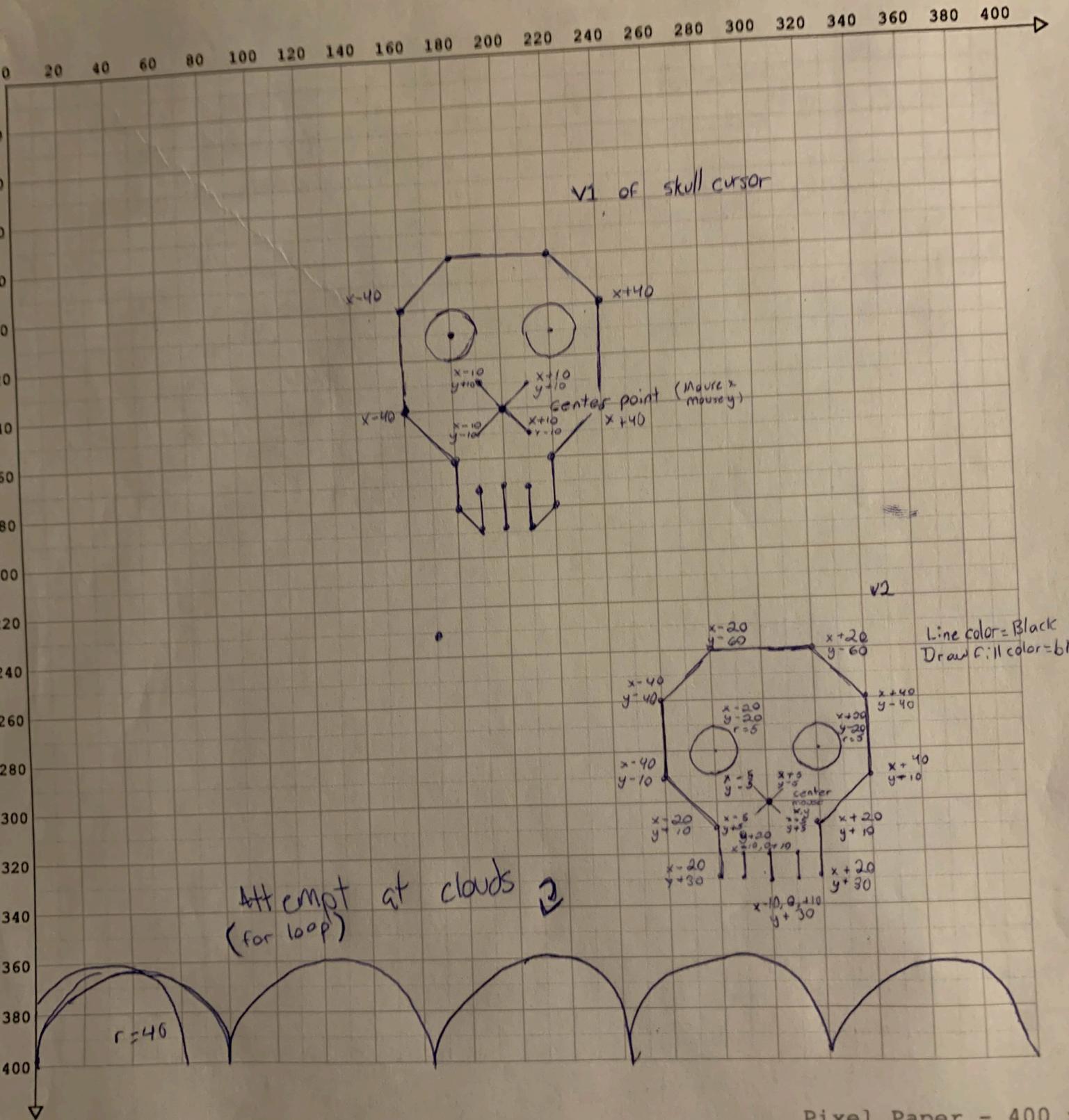
```
if (Input.IsKeyboardKeyDown(KeyboardInput.Space))  
{  
    Window.ClearBackground(Color.Magenta);  
    CloudX++;  
    for (int cloudNum = 1; cloudNum <= 5; cloudNum++)  
    {  
        Draw.FillColor = Color.OffWhite;  
        Draw.Circle(CloudX, Window.Height, 40);  
        CloudX += 80;  
        if (CloudX > 1000)  
        {  
            CloudX = 40;  
        }  
    }  
}
```



By this time everything I tried to make the program more complicated had not worked. However the initial intent of having a skull that followed the mouse when the left mouse button is held.

Due to this I decided to just clean up extraneous code and just keep the basic code. The only problem I couldn't figure out was why calling the function to draw skull in the setup was upside down. But I just left that and created my Readme file.





Pixel Paper - 400 x 400
 Graph Paper for Screen Coordinates

