World Wrap Project

**Instructions:**

* Create a canvas 800px wide by 600px high (800x600).
* Make an application with user input that controls the ability for a circle to move up/down/left/right. You can use either the cursor keys or WASD controls. If you use another control scheme, make sure to let me know what it is in your submission comments.
* Write the code so that when the circle reaches any edge of the screen, it warps to the opposite edge. So, if it reaches the right edge, it warps to the left edge (like in the below image), if it reaches the top edge, it warps to the bottom, and so forth.
* Refer to image on assignment page for a visual example

**Pre Plan Sketching:**

* Create the canvas in a function called setup ()
* Detail the canvas and ball in a function called draw ()
* Us p5.js to setup WASD controls. *keyIsDown*
* Use Boolean in the form of if statements to create the circle warping

**Code Explanations:**

This is an attempt to describing each function, including purpose, arguments, and return value (and how the return value should be interpreted).

**Functions**

Setup: Quite literally “sets up” the space for the JavaScript to run on

* createCanvas sets the length and height for the area of X and Y. In this case it’s (800, 600) which will be the maximum area for the background color, and ball to travel around.

const Ball

* The only “constant” called in this code. I wrote in my notes that constants can never be changed or overwritten. Kind of reminds me of nonvolatile storage, in the sense that is it definite, while volatile is conditional (depending on if the power is on) I like making weird comparisons ok, let me live
* Sets the ball or circle at (400,300) AKA the middle of the canvas

Draw

* Specifies the inner details of the canvas created in setup. Inner details include background color, fill color, calling the circle, and defining variables left, right, up, down.
* It’s important that these variables were defined up here, so later when they’re called on we know where JavaScript is pulling info for them.
* After all the inner setup, we have the **TOWER OF IF STATEMENTS**
* I experimented with different ways to condense or organize these if statements, but they just ended up being a tower… Let me know if you have any suggestions, or if you’re actually reading this document. If so, gold star.