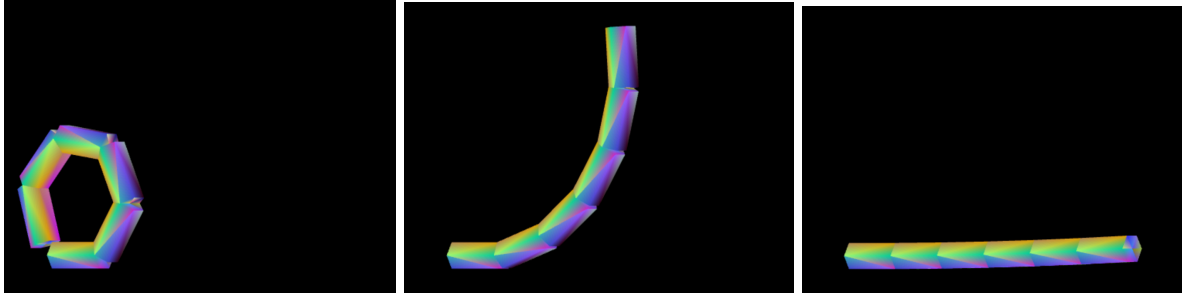


# Project A: Snakes and Jellyfish Play DnD

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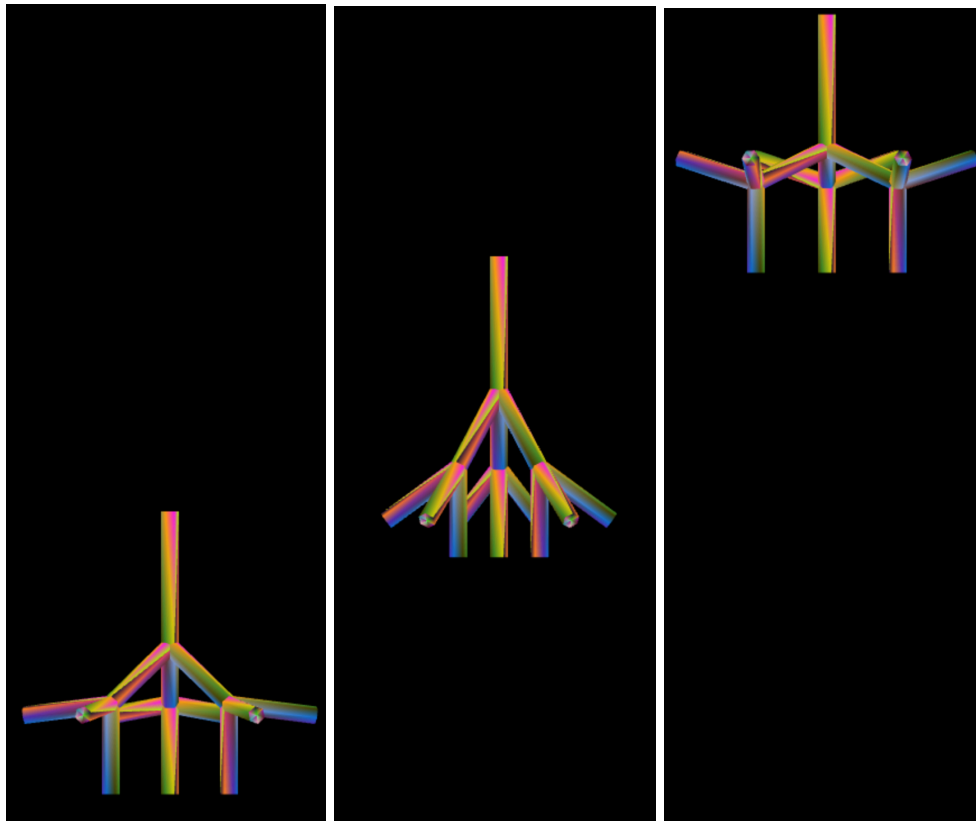
## Snake

The snake is made of 6 linked hexagonal prisms. Upon startup, it flexes in and out of a ring shape. It can be frozen and unfrozen with a button.



## Jellyfish

The jellyfish body is made of a hexagonal prism with three hexagonal prisms stemming from a joint off the bottom, and three more stemming off the bottom of each of those. All joints flex in and out at the same pace. It travels vertically up and down across the canvas. The vertical travel can be frozen and unfrozen with a button. The flexing of the joints can be unfrozen and frozen with a separate button.



## D20

The d20 (icosahedron) is not automatically animated. It can be rotated by clicking and dragging on the canvas with the mouse. It can grow or shrink in size by pressing and holding the up or down arrows, respectively. Its original size and orientation can be returned with a button.

