

Project 2

Q -
- $r=25 (d=50)$
- follows mouse
- hide actual
mouse
- generate random
colour each time

- Balloon Battle!

- have a circle (preferably w/tangle attached) float around the screen as the player tries to keep the mouse inside of it
- win cond. stay inside for 10 sec
- lose cond. = else <= 10 sec

~~OR amaze of some kind, lead a circle through a series of lines, taking up the whole canvas ($1000 \times 1000?$), End at bottom right corner?~~

~~I won't work, maybe next project (collision w/barriers is beyond this)~~



"Balloon Battle" updated
 colours randomized upon launch

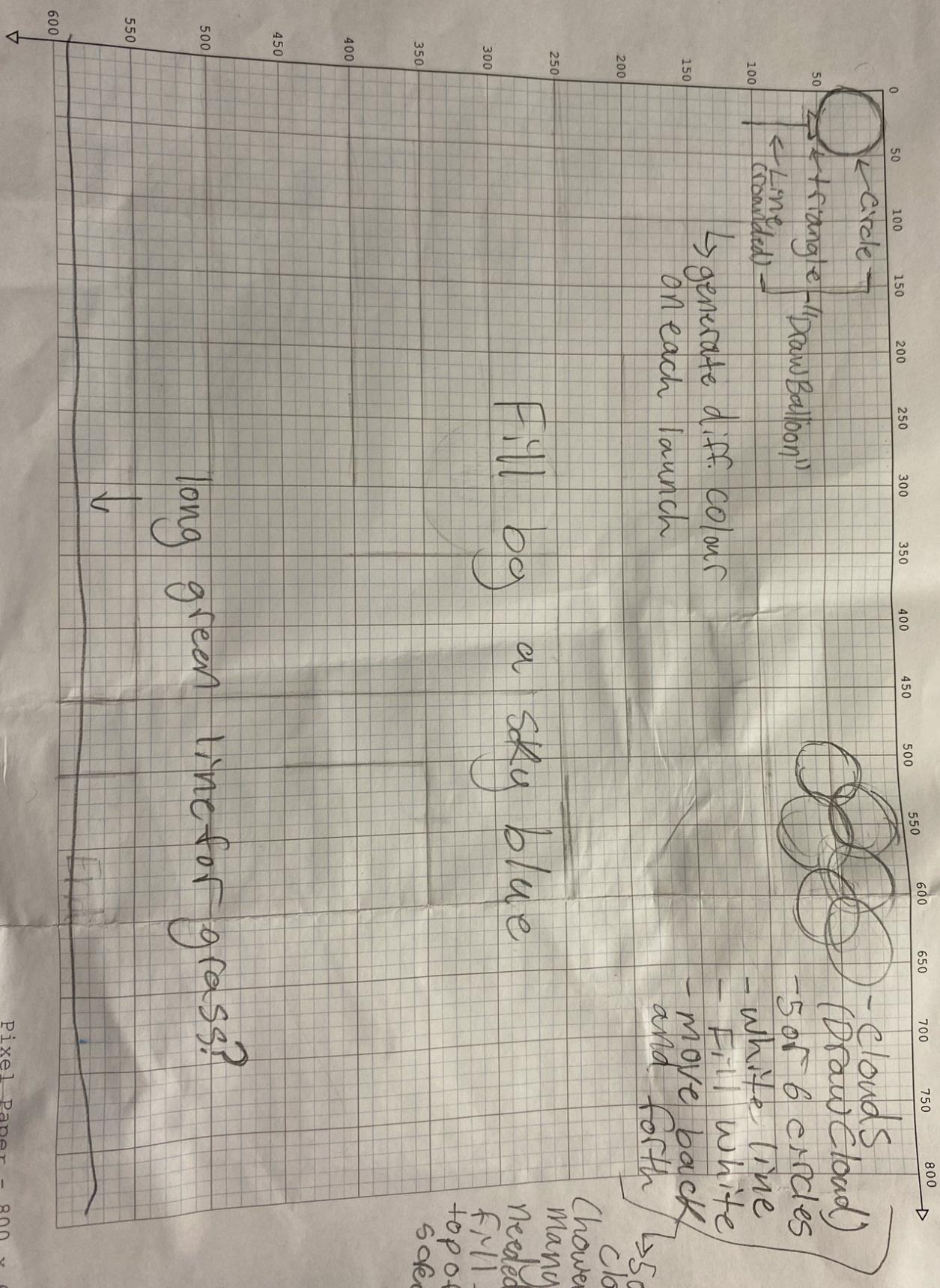
All parts of the "DrawBalloon" function

I still need a loop of some sort, my idea is to have a cloud slowly moving in the background

- Thanks to the PASS Sessions, John-Marc, and Sergio I know that I need to use the "Delta.Time" feature in a while loop.

Looking ahead in the modules gave me a sneak peek into using time but wasn't particularly helpful





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