

COMP120: Creative Computing: Tinkering

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Learning Outcomes

Find a sprite sheet online

Take the project code and see if you can manipulate it to create your own forms application

Animate something

.What Next?

If you have implemented all of these algorithms, then use the rest of the workshop to:

You now have a range of image manipulation algorithms at your disposal

You only need to successfully implement and repurpose a set of these to do well on your Tinkering Graphics assignment

So, finish implementing the algorithms needed to complete your coursework

Tidy up your code, ready for next session's peer-review activity

Extend the code beyond the brief as appropriate to your particular game