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//nguyen bitmoji function
var drawNguyenBitmoji = function (x,y,h){
  //hair
  fill(23, 14, 3);

  quad(x+(h/150*78),y+(h/150*51),x+(h/150*125),y+(h/150*51),x+(h/150*117),y-(h/150*1),x+(h/150*79),y-(h/150*2));

  //torso
  //body
  noStroke();
  fill(250, 246, 237);
  rect(x+(h/150*65),y+(h/150*45),(h/150*70),(h/150*85));
  //arms
  stroke(250, 239, 237);
  strokeWeight(20);
  //right
  line(x+(h/150*70),y+(h/150*60),x+(h/150*56),y+(h/150*90));
  line(x+(h/150*69),y+(h/150*120),x+(h/150*56),y+(h/150*90));
  //left
  line(x+(h/150*130),y+(h/150*60),x+(h/150*150),y+(h/150*94));
  line(x+(h/150*126),y+(h/150*126),x+(h/150*150),y+(h/150*94));
  //hands
  //right
  noStroke();
  fill(255,231,178);
  ellipse(x+(h/150*77),y+(h/150*129),(h/150*20),(h/150*20));
  //left
  noStroke();
  fill(255,231,178);
  ellipse(x+(h/150*120),y+(h/150*133),(h/150*20),(h/150*20));
  //hair
  fill(23, 14, 3);

  quad(x+(h/150*115),y+(h/150*77),x+(h/150*134),y+(h/150*84),x+(h/150*113),y-(h/150*1),x+(h/150*107),y+(h/150*3));

  quad(x+(h/150*92),y+(h/150*77),x+(h/150*73),y+(h/150*88),x+(h/150*83),y-(h/150*1),x+(h/150*87),y+(h/150*1));
  //neck
  noStroke();
  fill(255,231,178);

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quad(x+(h/150*90),y+(h/150*50),x+(h/150*112),y+(h/150*50),x+(h/150*101),y-(h/150*1),x+(h/150*99),y+(h/150*1));
    triangle(x+(h/150*90), y+(h/150*49), x+(h/150*113), y+(h/150*48), x+(h/150*101),
y+(h/150*60));
fill(217, 137, 169);
text("JN",x+(h/150*94),y+(h/150*86),(h/150*20),(h/150*20));
//head
//shape
    noStroke();
    fill(255,231,178);
    ellipse(x+(h/150*100),y+(h/150*15),(h/150*40),(h/150*44));
//eyes
strokeWeight(1);
//left
    noStroke();
    fill(255, 255, 255);
    ellipse(x+(h/150*107),y+(h/150*7),(h/150*7),(h/150*7));
    fill(138, 96, 41);
    ellipse(x+(h/150*108),y+(h/150*8),(h/150*4),(h/150*4));
    stroke(0, 0, 0);
    fill(0, 0, 0);
    ellipse(x+(h/150*108),y+(h/150*8),(h/150*1.2),(h/150*1.2));
//right
    noStroke();
    fill(255, 255, 255);
    ellipse(x+(h/150*91),y+(h/150*8),(h/150*7), (h/150*7));
    fill(138, 96, 41);
    ellipse(x+(h/150*92),y+(h/150*9),(h/150*4),(h/150*4));
    stroke(0, 0, 0);
    fill(0, 0, 0);
    ellipse(x+(h/150*92),y+(h/150*9),(h/150*1.2),(h/150*1.2));
//nose
    stroke(0, 0, 0);
    arc(x+(h/150*100), y+(h/150*19), (h/150*4.8), (h/150*3.2), -15, 143);
    line(x+(h/150*99),y+(h/150*12),x+(h/150*103),y+(h/150*20));
//necklace
    stroke(207, 201, 23);
    fill(207,201,23);
    arc(x+(h/150*99), y+(h/150*43), (h/150*23.9), (h/150*4.5), -15, 143);
//mouth
    stroke(250, 136, 108);
    fill(250, 136, 108);
    arc(x+(h/150*100), y+(h/150*28), (h/150*11.1), (h/150*5.0), -15, 143);

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    arc(x+(h/150*98), y+(h/150*29), (h/150*5.0), (h/150*4.5), 160, 360);
    arc(x+(h/150*103), y+(h/150*29), (h/150*5.0), (h/150*4.5), 160, 360);
    //hair
    noStroke();
    fill(23, 14, 3);

quad(x+(h/150*119),y+(h/150*66),x+(h/150*127),y+(h/150*47),x+(h/150*117),y+(h/150*1),x+(h/150*114),y+(h/150*3));

quad(x+(h/150*85),y+(h/150*33),x+(h/150*79),y+(h/150*47),x+(h/150*80),y+(h/150*8),x+(h/150*82),y+(h/150*1));
    //hat
    noStroke();
    fill(217, 137, 169);
    rect(x+(h/150*75), y-(h/150*8), (h/150*48), (h/150*11));
    quad(x+(h/150*78), y-(h/150*8), x+(h/150*118), y-(h/150*8), x+(h/150*111),
y-(h/150*20), x+(h/150*93), y-(h/150*17));
    quad(x+(h/150*108), y-(h/150*13), x+(h/150*120), y-(h/150*13), x+(h/150*112),
y-(h/150*21), x+(h/150*94), y-(h/150*17));

    quad(x+(h/150*78), y-(h/150*8), x+(h/150*118), y-(h/150*8), x+(h/150*111), y-(h/150*20),
x+(h/150*93), y-(h/150*17));
    quad(x+(h/150*108), y-(h/150*13), x+(h/150*120), y-(h/150*13), x+(h/150*112),
y-(h/150*21), x+(h/150*94), y-(h/150*17));
};
//beet bitmoji function

var redChip = function(xPos, yPos){
    mouseClicked = function() {
        noStroke();
        fill(255, 0, 0);
        ellipse(xPos, yPos, 45, 45);
    };
};

var yellowChip = function(xPos, yPos){
    mouseClicked = function() {
        noStroke();
        fill(255, 242, 0);
        ellipse(xPos, yPos, 45, 45);
    };
};

var s = createFont("sans-serif");

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var f = createFont("fantasy");

var currentScene = 0;

//button function
var Button = function(config) {
  this.x = config.x || 0;
  this.y = config.y || 0;
  this.width = config.width || 75;
  this.height = config.height || 50;
  this.label = config.label || "Click";
  this.color = config.color || (255, 255, 255);
  this.onClick = config.onClick || function() {};
};
Button.prototype.draw = function() {
  fill(this.color);
  rect(this.x, this.y, this.width, this.height, 5);
  fill(0, 0, 0);
  textSize(19);
  textAlign(LEFT, TOP);
  text(this.label, this.x+10, this.y+this.height/4);
};
Button.prototype.isMouseInside = function() {
  return mouseX > this.x &&
    mouseX < (this.x + this.width) &&
    mouseY > this.y &&
    mouseY < (this.y + this.height);
};
Button.prototype.handleClick = function() {
  if (this.isMouseInside()) {
    this.onClick();
  }
};

//drawing the start button
var start = new Button({
  x: 145,
  y: 150,
  width: 100,
  height: 50,
  label: "start",
  color: color(255, 255, 255),
  onClick: function() {
    currentScene = 1;
  }
});

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    }  
  });
```

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//opening screen
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var splash = function(){  
  currentScene = 0;  
  background(139, 148, 166);  
  fill(54, 54, 54);  
  textFont(f);  
  textSize(65);  
  text("CONNECT4", 70, 40);  
  drawNguyenBitmoji(5, 255, 100);  
  start.draw();  
  textFont(s);  
  textSize(15);  
  text("Juliana Nguyen", 20, 360);  
  text("Giuliana Beet", 280, 360);  
  textSize(50);  
  text("&", 190, 285);  
};
```

```
//game screen
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```
var drawScene2 = function(){  
  currentScene = 1;  
  
  background(54, 54, 54);  
  //verticals lines  
  for (var i = 0; i < 8; i++){  
    noStroke();  
    fill(139, 148, 166);  
    rect(0+(i*56.5), 0, 4, 322);  
  }  
  //horizontal lines  
  for (var i = 0; i < 7; i++){  
    noStroke();  
    fill(139, 148, 166);  
    rect(0, 0+(i*53), 400, 4);  
  }  
}
```

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/*
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```
if(mouseX < 56 && mouseX > 0 && mouseY < 53 && mouseY > 0) {  
  redChip(30,28);  
} else if(mouseX < 225 && mouseX > 175 && mouseY < 245 && mouseY > 200) {
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    } else if (mouseX < 325 && mouseX > 275 && mouseY < 245 && mouseY > 200) {  
  
    }  
*/  
  
};  
  
//making the start button work on click  
mouseClicked = function() {  
    start.handleMouseClicked();  
};  
  
draw = function() {  
    if(currentScene === 0){  
        splash();  
    }  
    if(currentScene === 1){  
        drawScene2();  
    }  
};
```