# Simple Game (collect objects)

**Learning Objectives**

* Events (Procedures) – setup, draw, keyPressed
* animation
* Conditional statements : if
* Procedures – modularisation

**Resources**

1. lecture notes - moodle
2. processing reference page - <https://processing.org/reference>

Player controlled circle (key press movement). Rectangle drawn at some location. If they collide print HIT to console.

