

Constant

Changing

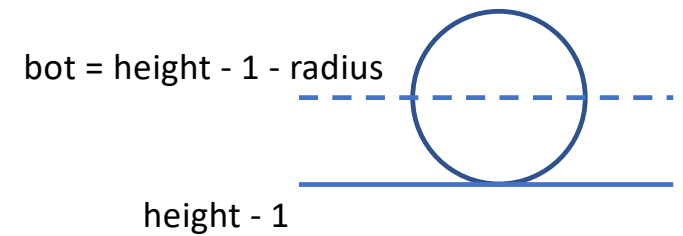
BB options

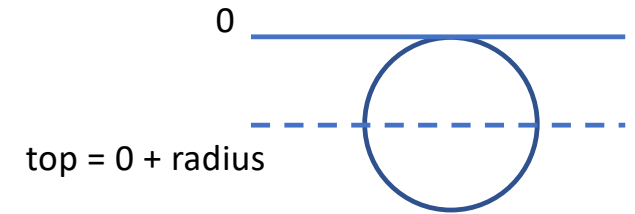
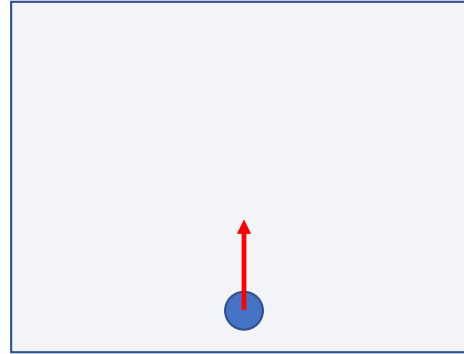
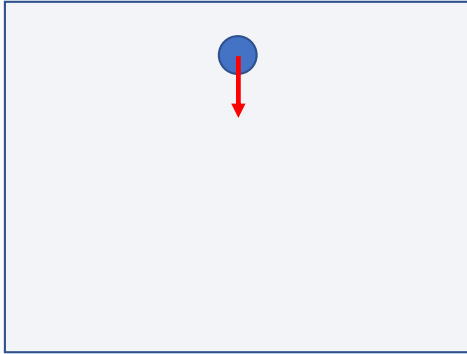
width
height
center x
speed
spider radius

spider y

on-tick
to-draw
~~on-key~~
~~on-mouse~~

spider image
mts





Constant

width
height
center x
~~speed~~
spider radius

spider image
mts

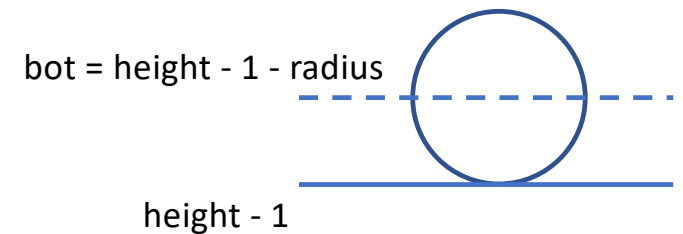
Changing

spider y
spider dy

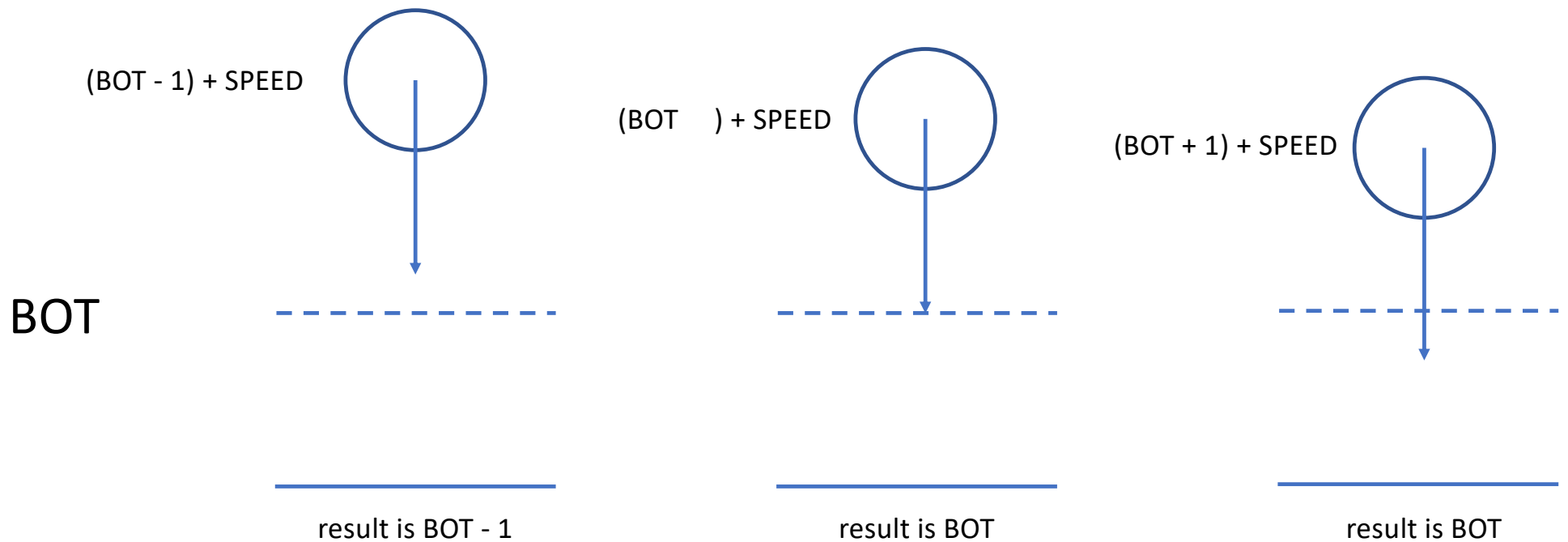
BB options

on-tick
to-draw
on-key
~~on-mouse~~

change direction at, and
don't go past top/bot



boundary case analysis for tock

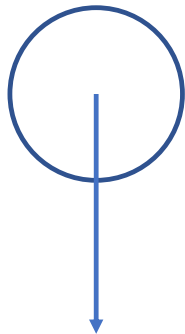


boundary case analysis for tock

plus symmetric (mirror image) cases with TOP

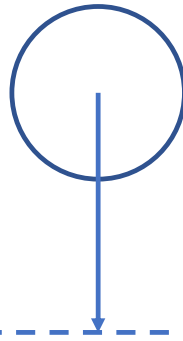
BOT

(m-s (- BOT 3) 2)



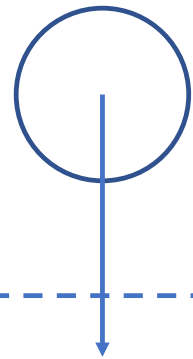
result is $y = \text{BOT} - 1$,
same dy

(m-s (- BOT 3) 3)



result is $y = \text{BOT}$,
flip dy

(m-s (- BOT 3) 4)



result is $y = \text{BOT}$,
flip dy

