



inset? Pixel Paper - 800 x 600

Graph Paper for Screen Coordinates

Tree Trunks Day / Night
Line 1 House Leaf?
Leafs? Windows?
Line 2

Stars

→ void Draw stars → draw size
Randomness? For loop?

When doing

float x = RandomInteger(800)

float y = RandomInteger(250)

float size = RandomInteger(3)

7

Constantly updates currently stars to ...

flicker around quickly

↳ want them to be static

??

put in function? ?? X

still flashes

↑ Hand placement/hard code

↳ use randomness for size?

↳ flickering lights
but static

Dog House assets?

↳ Draw static house/grass
at upper y axis? (0 - 200)

↳ Draw trees in foreground:

y axis 200 - 400

x axis 0 - 100 & 700 - 800

↳ Use loops for leaves??

↳ Color array

↳ Dog mapped at cursor.

↳ hard code?

↳ $x + \text{hard code} \rightarrow$ try to equate
 $y + \text{hard code}$ to mouse input

Find difference between shapes

plus that x and y to have

shapes stay in proportion while
mapped to mouse input

↳ Draw 2 dog same but barking

for if/else statement when

clicked

ADDITIONAL

↳ make night instead

↳ ADD stars with Randomization

↳ ADD leaf motion if time

B mouth

X - 90 Y - 10° , up, 15

5 + h' os - x^n

3 x - 5° , up

7 x - 85° up

7 x - 90° - 5

IDEATION

- Pong? What a game?
 - ↳ have object that Random moves to an y axis at max x
 - ↳ if hits cursor (player object) go to min x?
 - ↳ map object to keyboard
 - ↳ how to incorporate loops?
- Picture of closed 3D's that opens when clicked?
 - ↳ nintendo shows across screen?
 - ↳ how to change shape of objects with motion???
- Draw house plot with dog?
 - ↳ dog barks on click?
 - ↳ loop for tree leaves?
 - ↳ try to make dog smaller by house, larger by bottom axis?
how to scale?
- Character walking across screen? jumps when clicked?
 - ↳ loops for background object?

Leaves Loop

For (int i=0, i < , i++)

Bottom Row 6 long? oval?

Colour

i, ~~Distance~~, x, y, count, w, h
Distance

Draw.Fill colour = LeafColor

Draw.Line size = 0

For (int i=0, i < count, i++)

Draw.Ellipse(Distance * i, y, w, h)

↗

introduce delay for secondary colors?

ex Distance * i + delay
for layering?

For loop? to draw multiple rows?