

```
float y1 = 100;
float x2 = 300;
float x3 = 200;
float y3 = 200;

void setup() {
    size(400, 400);
}

void draw() {
    background(255, 255, 0);

    // Personagem 1 se movendo para cima
    y1 -= 0.5;
    if (y1 < 0) {
        y1 = 100;
    }

    // Personagem 2 se movendo para o lado
    x2 += 0.5;
    if (x2 > width) {
        x2 = 300;
    }

    // Nave espacial se movendo diagonalmente
    x3 += 0.7;
    y3 -= 0.7;
    if (x3 > width || y3 < 0) {
        x3 = 200;
        y3 = 200;
    }
}
```

```
// Personagem 1
```

```
fill(0, 255, 0);
```

```
stroke(0);
```

```
ellipse(100, y1, 82, 82);
```

```
fill(0);
```

```
ellipse(80, y1, 19, 30);
```

```
ellipse(120, y1, 19, 30);
```

```
fill(0, 255, 0);
```

```
line(100, y1 + 40, 100, y1 + 180);
```

```
fill(0, 255, 0);
```

```
line(60, y1 + 100, 100, y1 + 110);
```

```
line(140, y1 + 100, 100, y1 + 110);
```

```
fill(0, 255, 0);
```

```
line(80, y1 + 240, 100, y1 + 180);
```

```
line(120, y1 + 240, 100, y1 + 180);
```

```
// Personagem 2
```

```
fill(160, 82, 45);
```

```
ellipse(x2, 150, 120, 120);
```

```
fill(160, 82, 45);
```

```
ellipse(x2 - 45, 120, 40, 40);
```

```
ellipse(x2 + 45, 120, 40, 40);
```

```
fill(255);
```

```
ellipse(x2 - 25, 135, 20, 20);
```

```
ellipse(x2 + 25, 135, 20, 20);
fill(0);
ellipse(x2 - 25, 135, 10, 10);
ellipse(x2 + 25, 135, 10, 10);

fill(160, 82, 45);
ellipse(x2, 160, 30, 20);

fill(160, 82, 45);
rect(x2 - 40, 200, 80, 100, 20);
rect(x2 - 60, 220, 20, 80, 20);

rect(x2 - 30, 300, 20, 60);
rect(x2 + 10, 300, 20, 60);

ellipse(x2 - 20, 360, 30, 20);
ellipse(x2 + 20, 360, 30, 20);

fill(160, 82, 45);
  rect(x2 + 40, 220, 20, 80, 20);

stroke(0);
strokeWeight(2);
line(x2 - 10, 185, x2 + 10, 185);

// Personagem 3
pushMatrix();
translate(x3, y3);
fill(255);
stroke(255);
beginShape();
```

```
vertex(0, -40);
vertex(-20, 20);
vertex(20, 20);
endShape(CLOSE);
fill(0, 255, 255);
ellipse(0, -20, 20, 20);
fill(255, 0, 0);
triangle(-30, 10, -10, 10, -20, 30);
triangle(30, 10, 10, 10, 20, 30);
fill(255, 255, 0);
triangle(-10, 20, 0, 40, 10, 20);
stroke(0);
line(-10, 0, -10, 20);
line(10, 0, 10, 20);
line(-20, 20, -10, 20);
line(20, 20, 10, 20);
popMatrix();
}
```