

Pixel Paper - 200 x 200
Graph Paper for Screen Coordinates

randomized?

X 50 120
→ 140

Y 120
Y 150
X 180

location

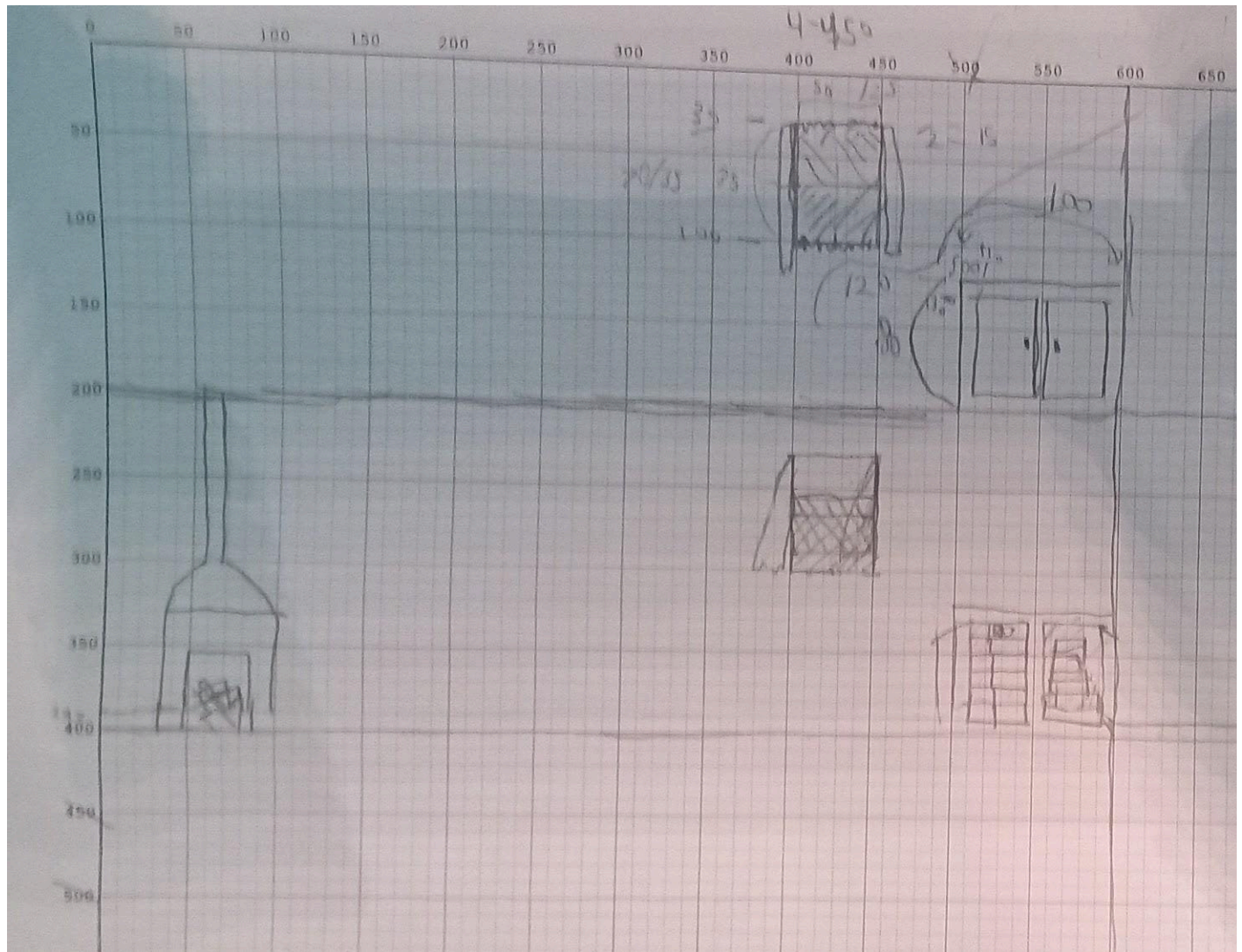
6

X 93
Y 132
Y 158
X 180

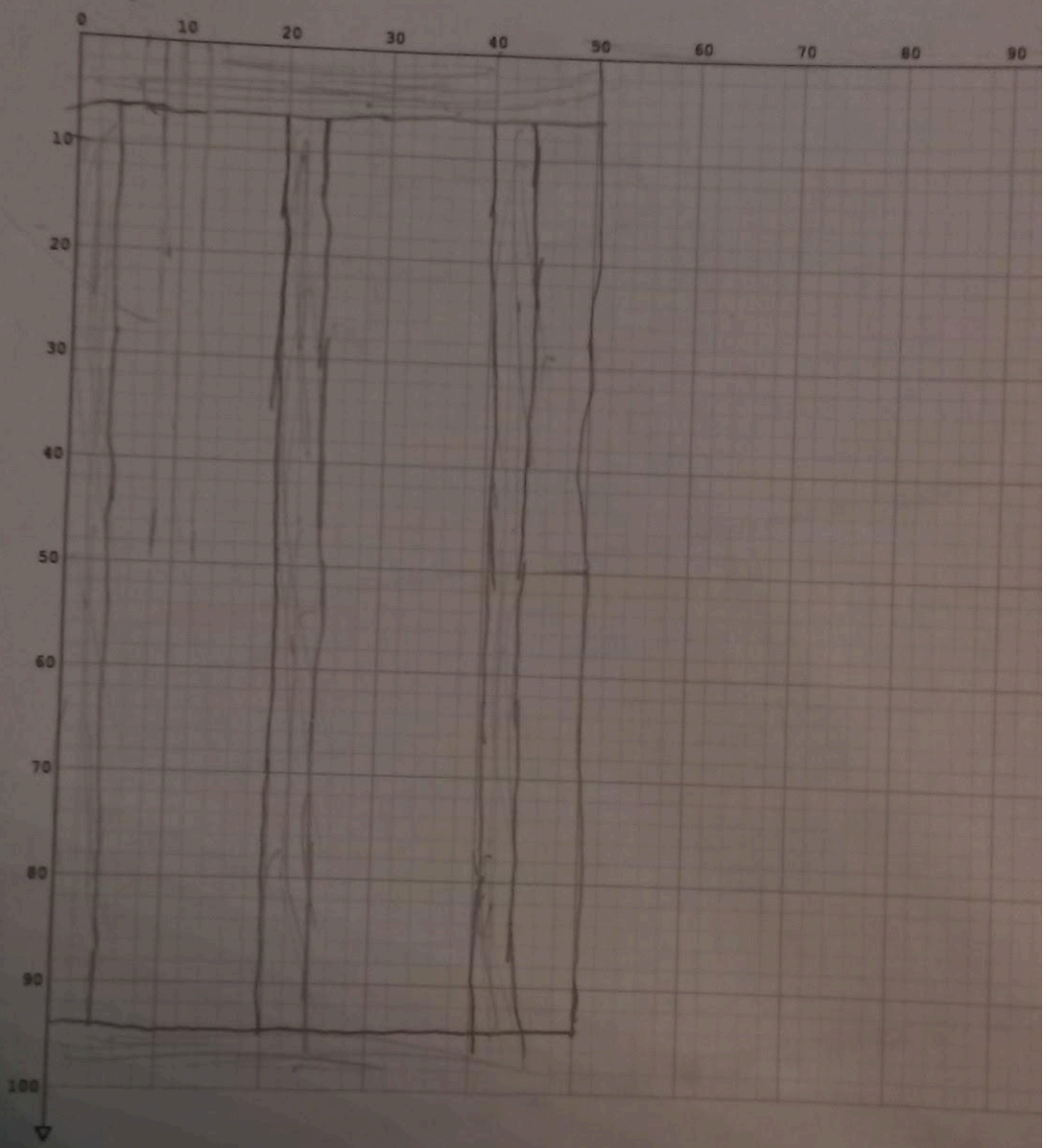
130/140

100 100

double size



wooden wall/pillar



taking care of a cat

he paws at your mouse when hungry or hot
or cold.

had to double cat size

because it was too small.

I have to have 4 total frames for the cat
2 for walking and 2 for pawing at mouse,
and indeed I have reversed walking frames.

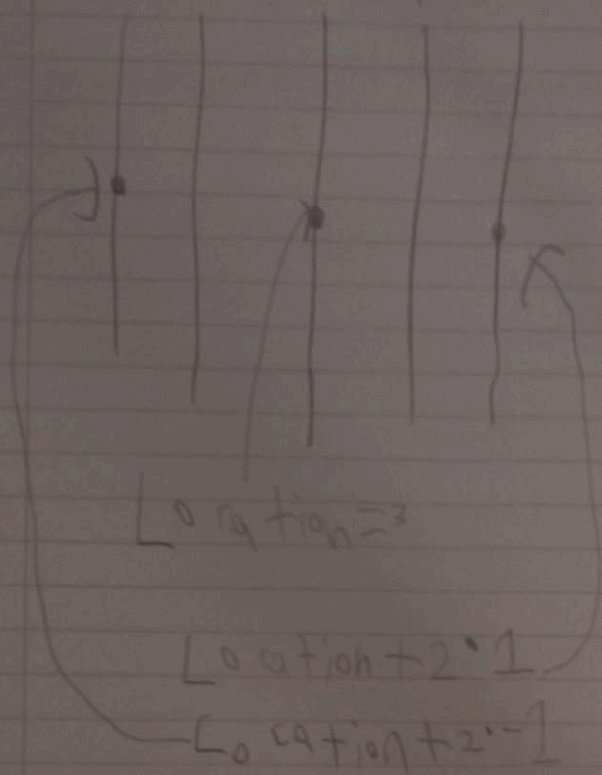
The location is from the left most
part of the cat

I had to negate the rot swap
frames every 16 frames

for now the walking cycle works.
I swap the legs every 8 frames,
I made the other legs bounces and
subtractive go from the 1X values

pp2

I can add a variable that multiplies the body
by 1 or negative 1 for direction



I have a problem where the pps
reflect but are away from the body

Am I fix it by inverting
the body also

Pg 100

When the cat changes direction
it jumps across the screen (see video)

so I may need to centre the location