I started this project by deciding which shapes I wanted to do and put it into a list by its shape color followed by its dimensions:  
  
fill (“green”);  
rect (150, 250, 400, 200);   
  
I found the shapes and how to specify its dimensions through the first few chapters in the p5 textbook. My main struggle was mixing up what unit is which especially for the arc shape which was the hardest one of the rests. The angle of the arc and the other yellow circle lining up perfectly was a freak accident, but I rolled with it and named the shape Pac-Man.   
  
  
­Algorithm  
  
Goal: To create shapes on screen using the p5 library  
Input: No input necessary but may implement a shape that follows the users cursor  
Output: Several shapes on screen  
Steps:  
  
1) Set the canvas size in the setup() function (800,600)  
 - nothing else is needed in this function

2) Create the draw() function. This is where the shapes and colors will be created.  
  
3) Declare the necessary variables before continuing with shapes  
 - this is where color defining variables will go  
  
4) Set the background color first so that the shapes sit on top of it  
  
5) Create each shape by first setting the color using fill(color); then the desired shape using shape(dimension units);