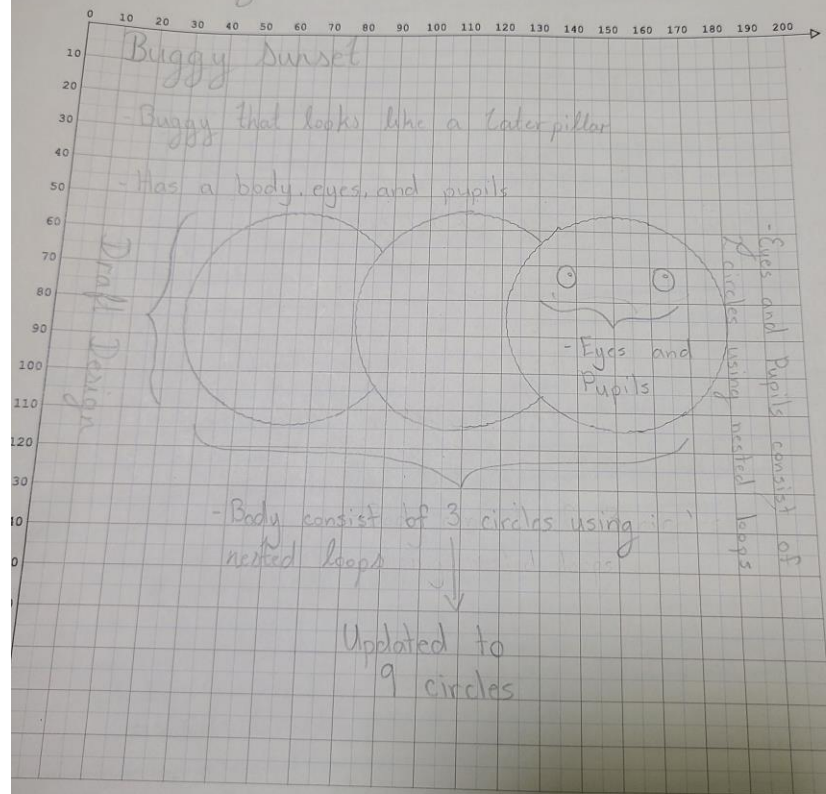


# Program Idea

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Pixel Paper - 200 x 200  
Graph Paper for Screen Coordinates

## 1.0: Program Idea

## Buggy Body, Eyes, and Pupils Details

Buggy's Body Size: 60

Initial Body Coord: (150, 300)

Body Colors: Pink, Cyan, Dark Green,  
Brown, Dark Purple, Black

KB - Input: Randomize Body Color using  
(Space Key) Array

Eye Size: 20

Initial Eye Coord: (605, 280)

Eye Colors: Red, Blue, Green, Yellow, Purple,  
White

Eye Outline: White (Size=2)

Mouse Input: Rotate between the colors in  
(Left/Right Click) the array

Pupil Size: 5

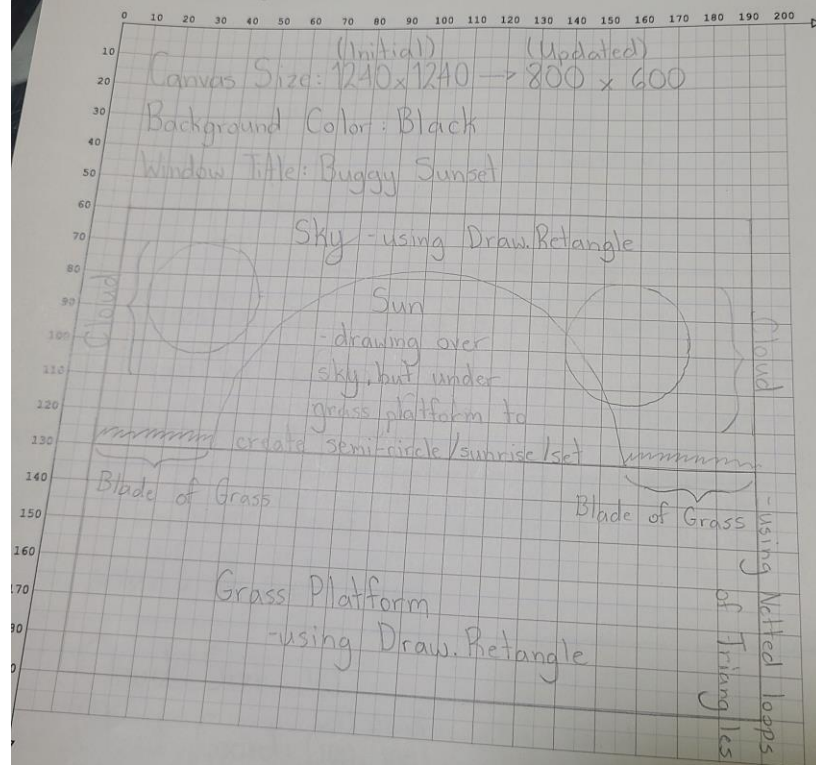
Initial Pupil Coord: (615, 275)

Pupil Colors: Black

Pupil Outline: White (Size=2)

## 2.0: Buggy Details

## Program Background



Pixel Paper - 200 x 200  
Graph Paper for Screen Coordinates

### 3.0: Program Background

## Background Details

Sky Size: (800, 350)

Sky Coord: (0, 0)

Sky Colors: LightBlue, Orange, DarkBlue

KB - Input: Rotate between the colors  
("T" Key) in the array

GrassPlat Size: (800, 250)

GrassPlat Coord: (0, 350)

GrassPlat Color: Green

GrassBlade Coord:  $\begin{matrix} x1 & y1 & x2 & y2 & x3 & y3 \\ (-20, 350), (20, 350), (40, 310) \end{matrix}$

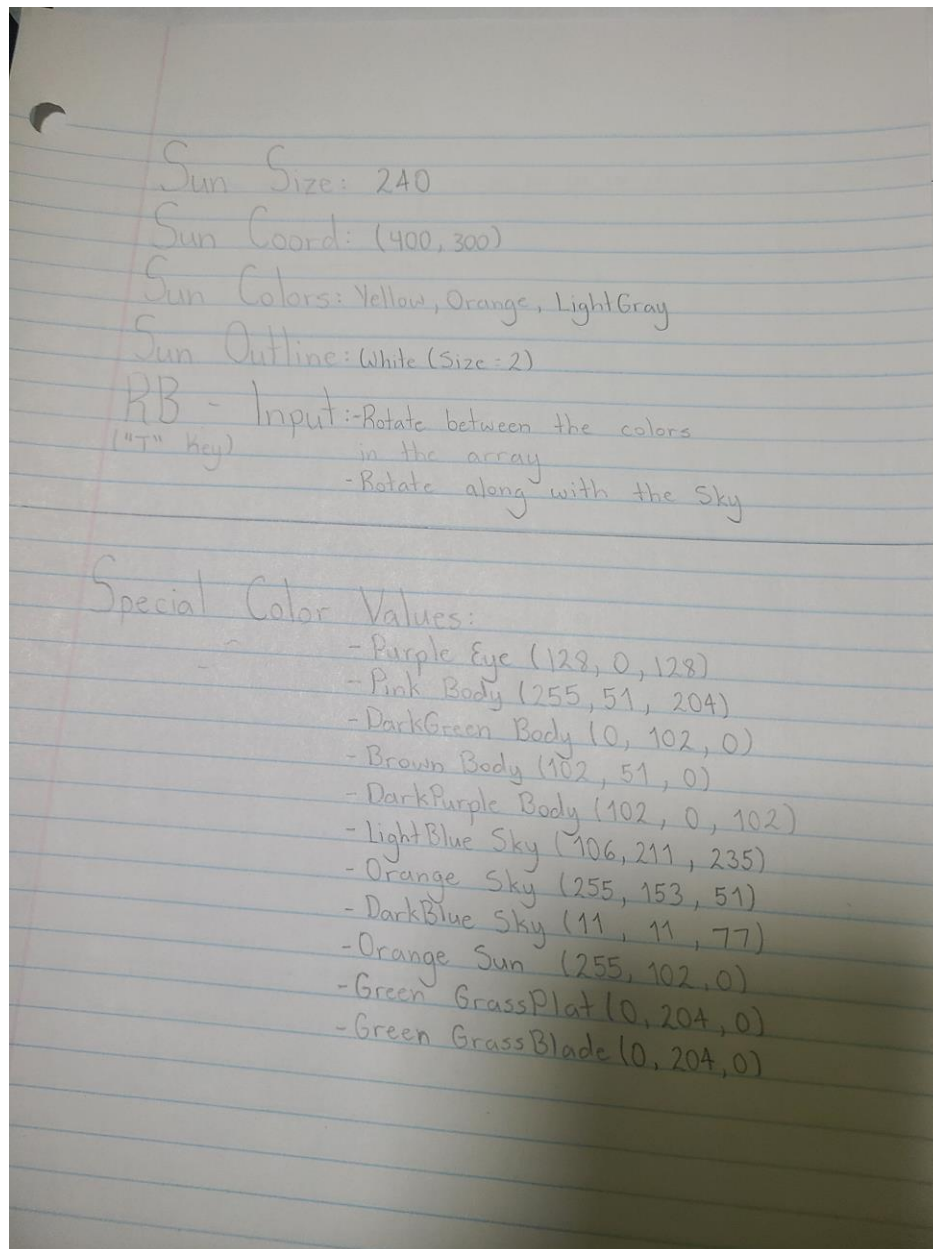
GrassBlade Color: Green

Cloud Size: 40

Cloud Coord:  $\begin{matrix} \text{Left Cloud} & \text{Right Cloud} \\ (100, 100) & (500, 150) \end{matrix}$

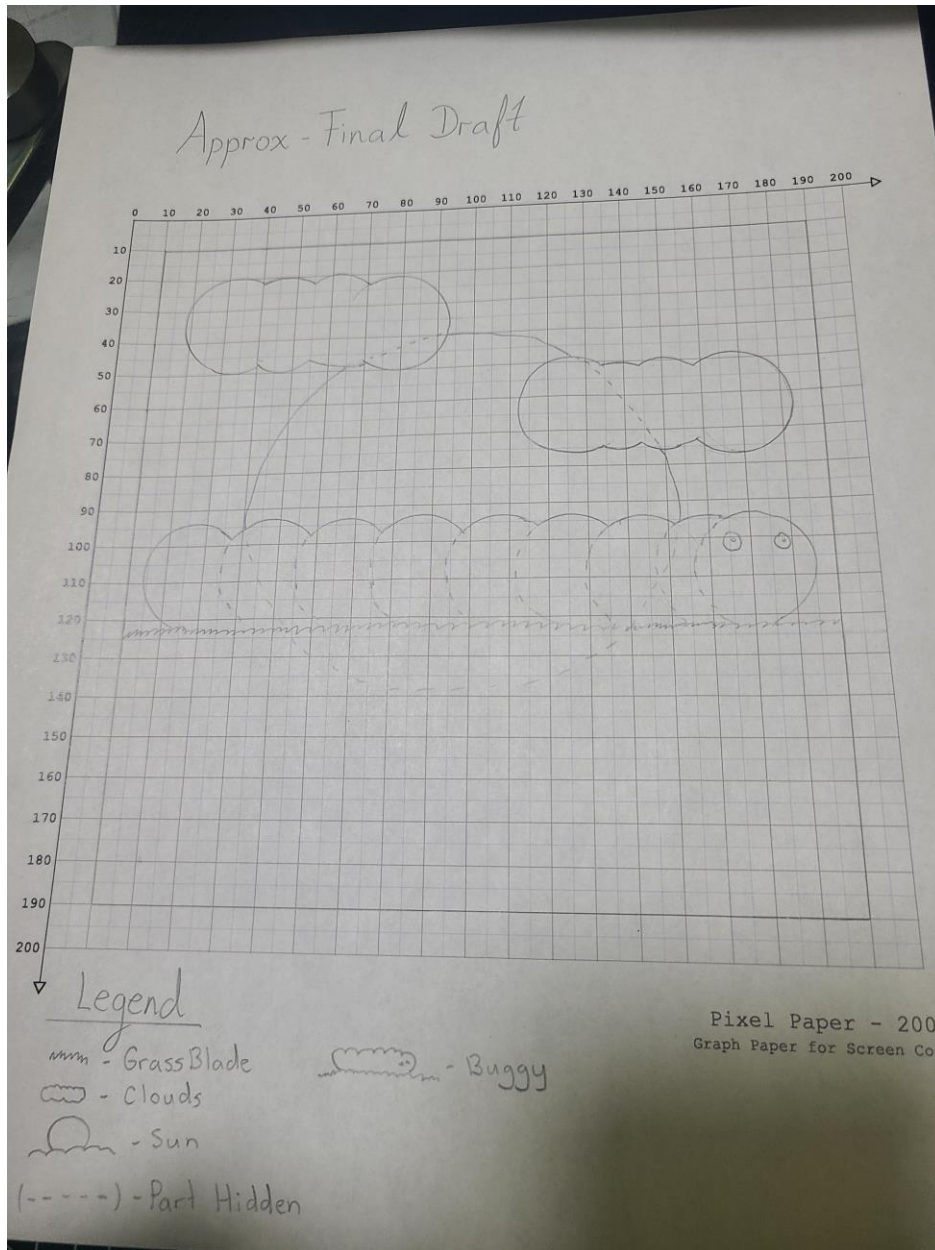
Cloud Color: White

### 4.0: Background Details (Part 1)



#### 4.5: Background Details (Part 2)





5.0: Final Program Draft/Concept