Assignment Questions:

1. Explain how the arrows were animated

Arrows were animate by first creating an arrow via document.querySelector(“#arrow”) and were given x and y values for every arrows. Then it was given duration time, Maximum x value, offset, peak, falloff and time( duration \* fps(60)) so it translates accordingly.

1. Explain how the clouds were animated

Clouds were animate by first creating an arrow via document.querySelector(“#cloud”) and were given x and y values for every cloud. Then it was given duration time, Maximum x value, fill color, and time( duration \* fps(60)) so it translates accordingly.

1. While I was checking web >> inspect >> console to look for errors, console tab showed me where exactly was an error and suggested hints. I found this very helpful because I knew where to look for errors and told me what problems it was causing.
2. I find no error message at all where there is an issue most troubling. Because I made a typo where I wrote down clouds instead of arrows. So, I had another batch of arrows flying in the sky but the program was not able to detect it. I later ended up having to look through all the codes to find what I did wrong. When there is a mistake made while it is systematically correct, I think that is when error messages can not help you.
3. In html code, there are lists of arrows and their starting x and y values (row 51 – 56). You can simply add more rows (or codes?) of arrows with x and y values you wish to add them in.
4. A) Get a tree with document.querySelector(“#tree”)

B) Locate the tree where grass is. Give it x and y value. Perhaps x=”0” y=”200”?