Sprite–based game project

# Introduction of content

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| 1. Draw a **simple shape**. Draw a **complex shape**, made of simple shapes. | **createCanvas() ellipse() rect() fill() stroke() strokeWeight()** |
| 1. Store shape parameters as **variables**. Move the complex shape using variable **increment**. | **var = ++ -- += -=** |
| 1. Set **boundary conditions** that keep the moving shape onscreen. | **> < >= <= if() if else()** |
| 1. Move a shape using **computer keyboard input**. | **char ‘ ‘ key keyIsPressed keyPressed()** |
| 1. Display an **image** from a file as the game background. | **PImage loadImage() preload** |
| 1. Cycle through image sequence with a **loop**. Animate a sequence of images in an **array**. | **for() array []** |
| 1. Play continuous game music as **sound output**. Trigger sound effects from game **events**. |  |
| 1. Use **sprite** library. | **navlist** |
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