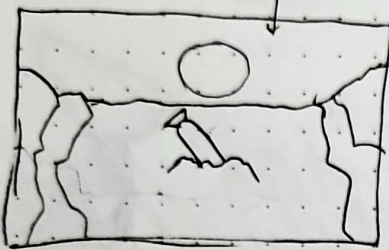


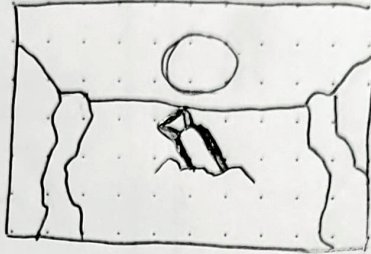
## Game 10003 - 2D Interactive Drawing Assignment Notes

- The basic idea here is that I want to draw a battlefield scene of some kind, with a bomb in the center of the area that, when clicked, explodes.

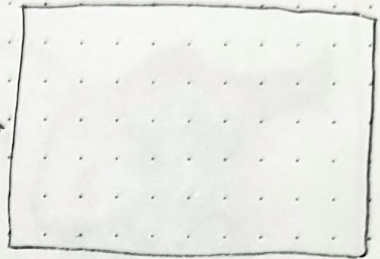
evening sky colors (orange-yellow)



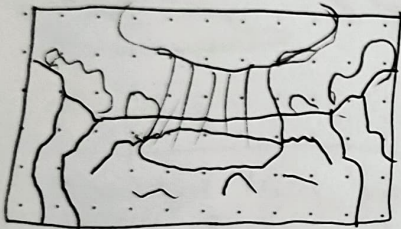
default look



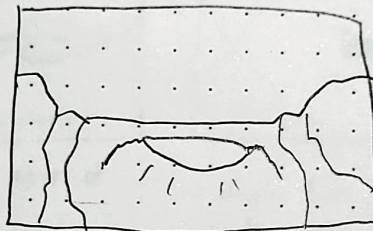
Highlights when  
mouse is over [click]



(goes white, then transitions  
darker before next part)



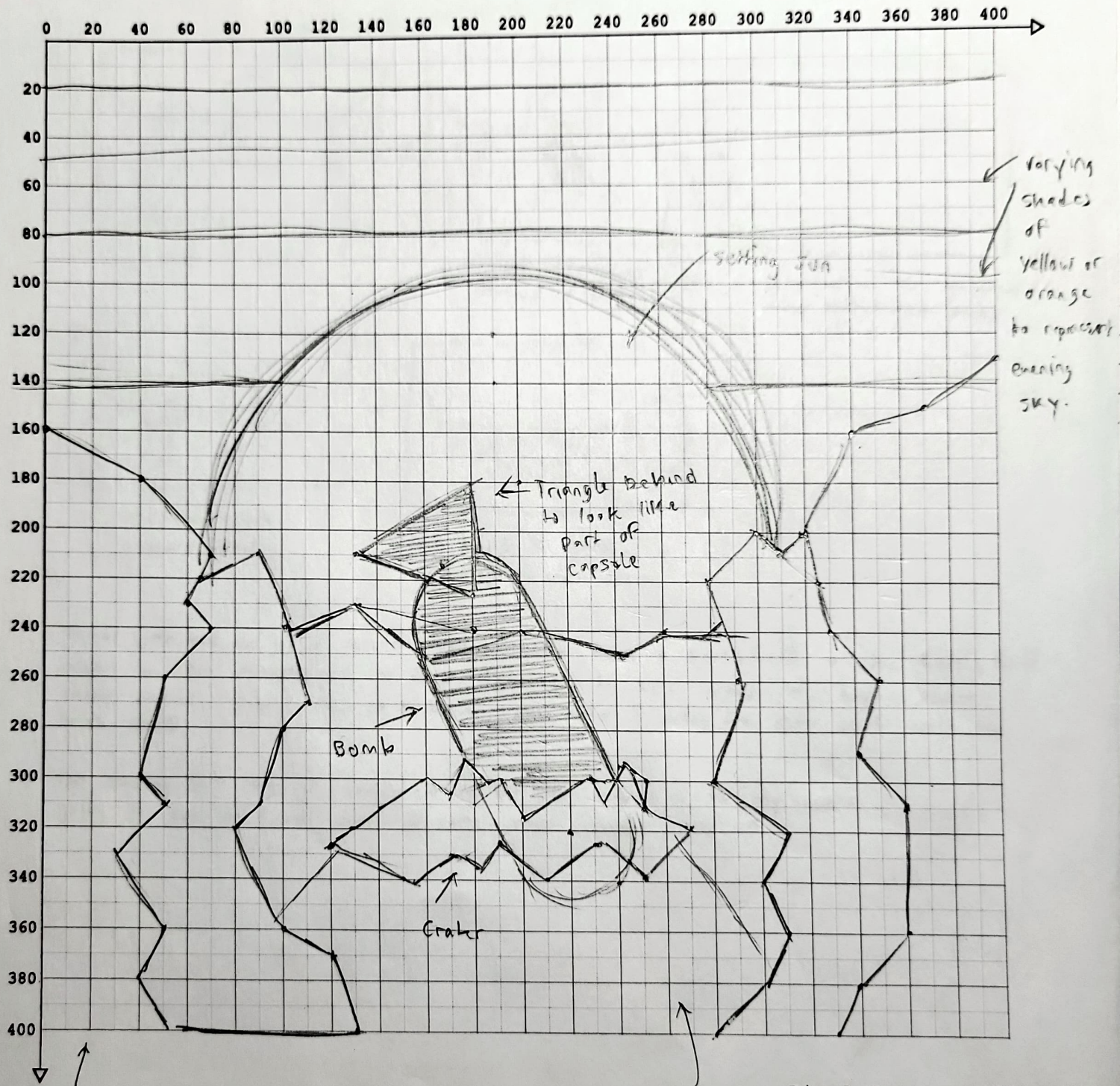
Mushroom cloud  
appears after



bomb is gone,  
program ends after.

- Might just end up as a random valley rather than a battlefield, as the battlefield might be too complicated to draw. Might try to add things like barbed wire, smaller craters, shells, etc. if I have time after finishing the main part with the bomb itself.
- I'm thinking that this idea might be a bit too ambitious for my skill level, so I'm going to see if I can come up with some other, simpler ideas.



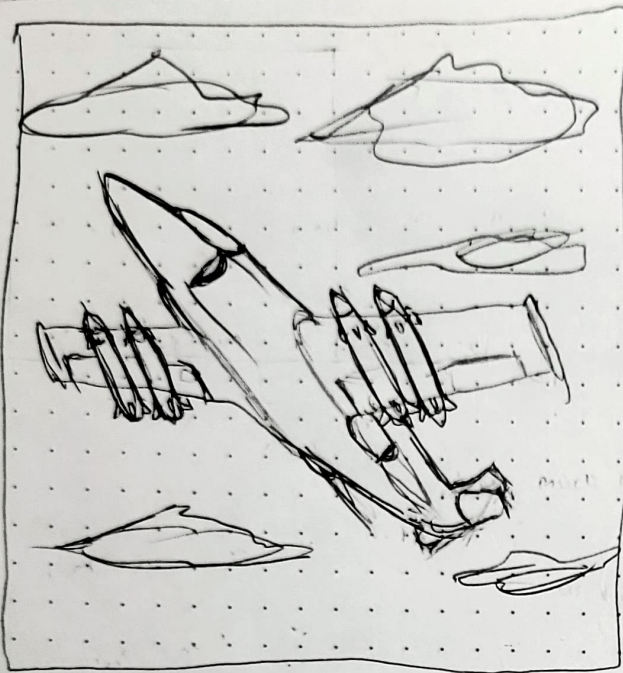


Ground, varying shades of brown to look like dirt or mud.

Pixel Paper - 400 x 400  
Graph Paper for Screen Coordinates  
can use shape to hide  
bottom of bomb that  
sticks out



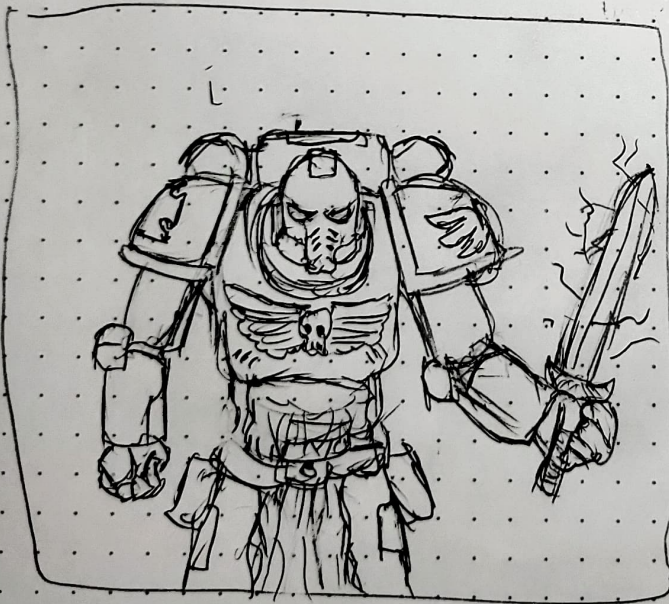
## Idea Brainstorming



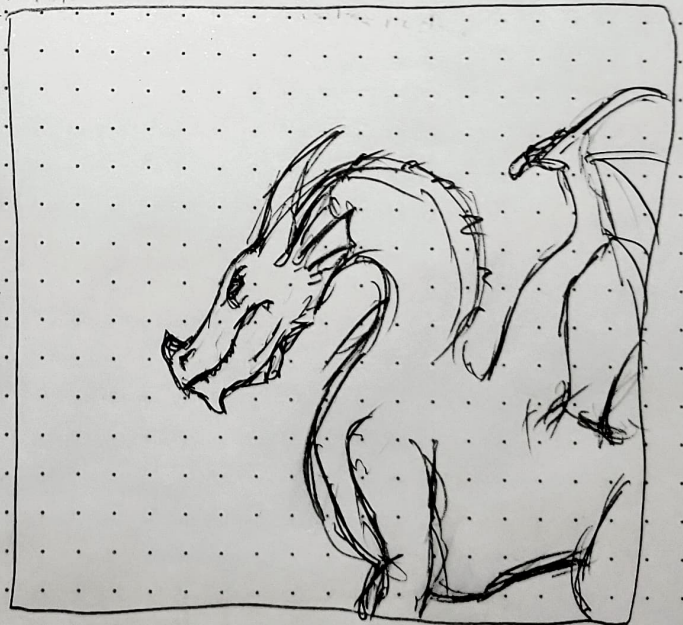
- Fighter jet flying, moving over it activates afterburner. Clouds are randomized.



- Angler fish, when moving over the angle activates its lure, and lights up the silhouettes. Background fish are randomized and foreground fish start as silhouettes.
- I think I will go with this one

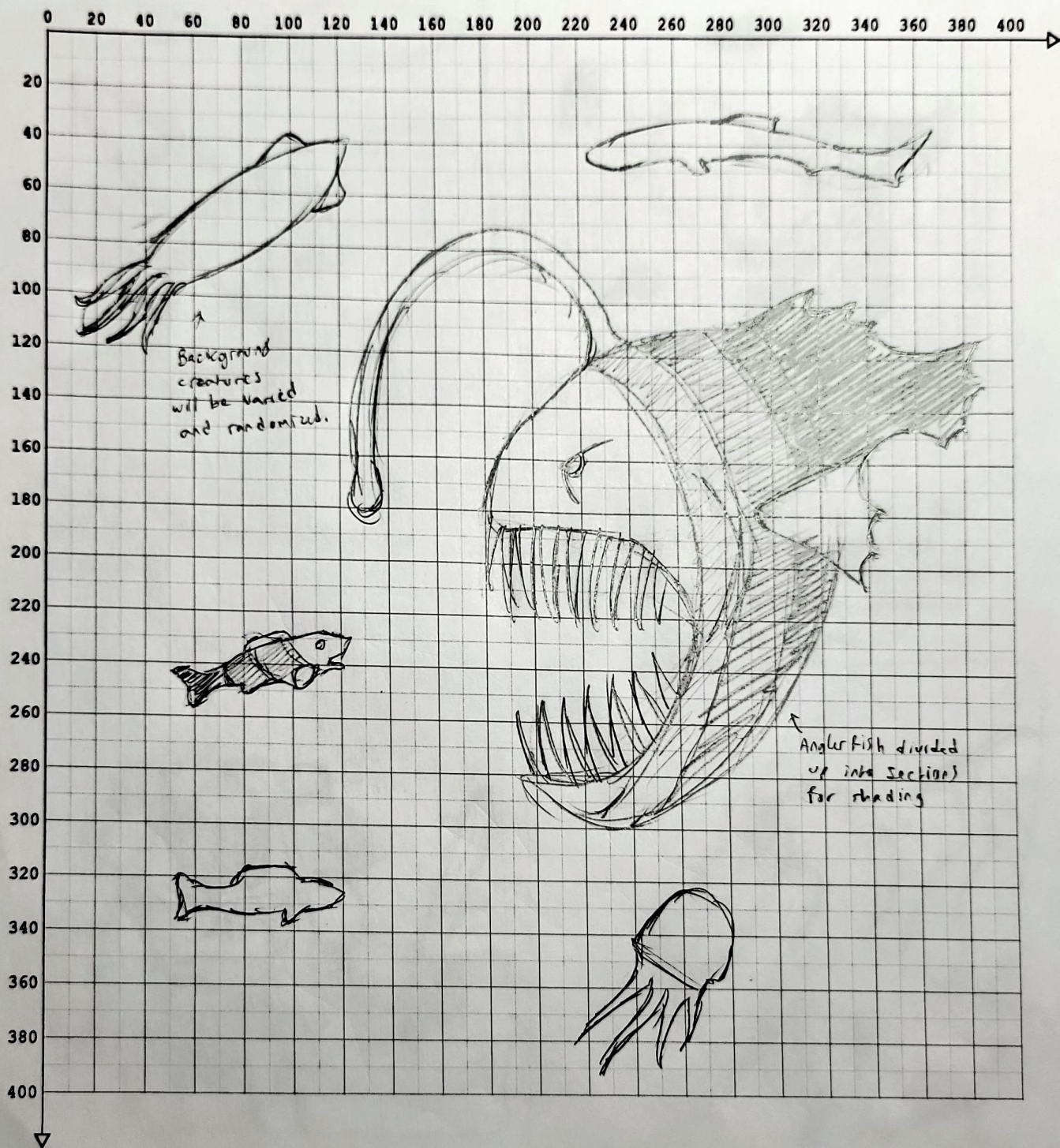


- Space Marine whose eyes and power sword light up when moved over
- Probably too complex to draw



- Dragon that opens its mouth and breathes fire when moved over.
- Again, probably too complex





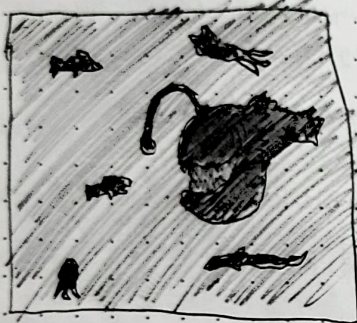
Pixel Paper - 400 x 400  
Graph Paper for Screen Coordinates



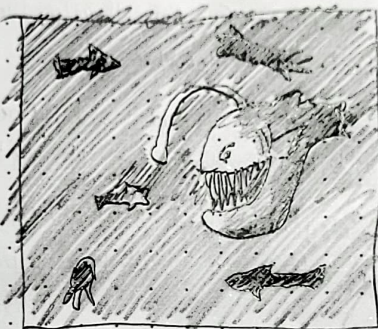
# Game 10003 - Interactive Drawing

## Anglerfish Idea

- The basic idea here is that you've got a large deep-sea anglerfish and a smaller prey fish in the foreground and silhouettes of various fish in the background. The anglerfish and prey fish start off as silhouettes, barely visible against the dark background, but when you move over the anglerfish's lure, it lights up and shows the anglerfish and prey fish lit up.



- Starts off like this, with both main fish as silhouettes



- Moving over the Anglerfish causes both fish to light up.

- Took a lot of fiddling about with shapes to get it to look right.
- Might be easier to have the fish light up on mouse click rather than by moving over the lure.
- ↳ managed to get that working but I am going to see if there is a more elegant solution to this than just duplicating the entire drawing and putting each in an if/else.
- Trying to use functions for this might just ruin the colors, so I'm going to keep it as is.

- Kept having an issue with the index being out of the bounds of the array, but I seem to have fixed it by changing the value  $i$  was compared to in the loop.

went from:

```
for (int = 0; i < 6; i++)  
{
```

to:

```
for (int = 0; i < xCoord[maker1, Length]; i++)  
{
```

X

✓



- o Also kept having an issue where the background fish and squid kept spawning on the same point, making it look like a weird blob, so I went back and added a second array for separate x and y points. This will allow the background creatures to generate separately.



↳ added that in, and it works nicely. Looks much better when its not just one type of fish in the background.

- o The two foreground fish are built in such a way that they end up obscuring parts of the background creatures in strange ways, so I'm going to go back and see if I can redraw parts of them to fix this issue.

↳ Took a fair bit of messing around with the shapes, but I think I've got it about as good as I can. For now, if only these shapes allowed for more detail, it does look much better overall though.

- o The mid darkness color is blending in too much with the background, so I'm going to tweak the colors a bit for the sake of visibility.

↳ Also going to tweak the background and background silhouette colors so that the background creatures don't blend in with the silhouetted parts of the foreground fish.

↳ Tweaked the colors and it looks much better. Made the background darker, darkened the silhouette color slightly darker, and made a new even darker color for the background creatures called bgSilhouette.