Code Save
Project Name : Bitmoji Reunion
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```
//When ready, bitmoji draw code will be up top and we will call it below
var DrawShirt = function(x,y,h) {
    var p = h/200 ;

    fill(0, 10, 87);
    arc(x+(p*75), y+(p*150), p*100, p*40, 180, 360); // shirt

    fill(255, 255, 255);
    textSize(14*p);
    text("C X M", x+(p*55), y+(p*135), p*100, p*100);
};

var DrawHead = function(x,y,h) {
    var p = h/200 ;

    fill(0, 0, 0);
    ellipse(x+(p*75), y+(p*65), p*80, p*90); // hair
    rect(x+(p*35),y+(p*60),p*79,p*70);

    fill(186, 160, 109);
    rect(x+(p*70),y+(p*125),p*10,p*10); //neck

    fill(186, 160, 109);
    ellipse(x+(p*75), y+(p*75), p*75, p*100); // face

    fill(255, 255, 255);
    ellipse(x+(p*64), y+(p*70), p*10, p*4); // left eye
    ellipse(x+(p*86), y+(p*70), p*10, p*4); // right eye

    fill(74, 43, 0);
    ellipse(x+(p*64), y+(p*70), p*4, p*4); // left eye
    ellipse(x+(p*86), y+(p*70), p*4, p*4); // right eye

    noFill();
    arc(x+(p*64), y+(p*68), p*15, p*6, 180, 360); // eyebrow
    arc(x+(p*86), y+(p*68), p*15, p*6, 180, 360); // eyebrow

    fill(0, 0, 0);
    triangle(x+(p*74), y+(p*100), x+(p*75), y+(p*85), x+(p*76), y+(p*100)); //nose

    noFill();
    arc(x+(p*75), y+(p*105), p*30, p*15, 10, 170); // mouth
```

```
    fill(0, 0, 0);
    arc(x+(p*75), y+(p*60), p*75, p*70, 178, 362); // hair bangs
};

var DrawBitmoji = function(x,y,h) {
    var p = h/200;
    x = x - (75*p);
    y = y - (90*p);
    DrawHead(x,y,h);
    DrawShirt(x,y,h);
};

DrawBitmoji(100,100,153);

//Player A
//Code divider for bitmojis of player A and B
//Player B
var drawBitmoji = function(bitmojiScale, x, y) {
  noStroke();
  fill(176, 110, 80);
  ellipse(x + 200 * bitmojiScale, y + 152 * bitmojiScale, 70 * bitmojiScale, 86 * bitmojiScale); //
head
  fill(0, 0, 0);
  ellipse(x + 201 * bitmojiScale, y + 101 * bitmojiScale, 18 * bitmojiScale, 20 * bitmojiScale);
  ellipse(x + 207 * bitmojiScale, y + 101 * bitmojiScale, 18 * bitmojiScale, 20 * bitmojiScale);
  ellipse(x + 192 * bitmojiScale, y + 101 * bitmojiScale, 18 * bitmojiScale, 20 * bitmojiScale);
  ellipse(x + 183 * bitmojiScale, y + 104 * bitmojiScale, 18 * bitmojiScale, 20 * bitmojiScale);
  ellipse(x + 214 * bitmojiScale, y + 98 * bitmojiScale, 36 * bitmojiScale, 36 * bitmojiScale);
  ellipse(x + 223 * bitmojiScale, y + 110 * bitmojiScale, 18 * bitmojiScale, 20 * bitmojiScale);
  ellipse(x + 231 * bitmojiScale, y + 123 * bitmojiScale, 17 * bitmojiScale, 20 * bitmojiScale);
  ellipse(x + 174 * bitmojiScale, y + 113 * bitmojiScale, 18 * bitmojiScale, 20 * bitmojiScale);
  ellipse(x + 246 * bitmojiScale, y + 134 * bitmojiScale, 18 * bitmojiScale, 20 * bitmojiScale);
  ellipse(x + 166 * bitmojiScale, y + 125 * bitmojiScale, 18 * bitmojiScale, 20 * bitmojiScale);
  ellipse(x + 246 * bitmojiScale, y + 119 * bitmojiScale, 26 * bitmojiScale, 31 * bitmojiScale);
  ellipse(x + 231 * bitmojiScale, y + 104 * bitmojiScale, 33 * bitmojiScale, 26 * bitmojiScale);
  ellipse(x + 200 * bitmojiScale, y + 97 * bitmojiScale, 33 * bitmojiScale, 26 * bitmojiScale);
  ellipse(x + 177 * bitmojiScale, y + 97 * bitmojiScale, 33 * bitmojiScale, 26 * bitmojiScale);
  ellipse(x + 172 * bitmojiScale, y + 107 * bitmojiScale, 33 * bitmojiScale, 26 * bitmojiScale);
  ellipse(x + 154 * bitmojiScale, y + 121 * bitmojiScale, 33 * bitmojiScale, 26 * bitmojiScale);
  ellipse(x + 153 * bitmojiScale, y + 135 * bitmojiScale, 33 * bitmojiScale, 26 * bitmojiScale);
  ellipse(x + 247 * bitmojiScale, y + 137 * bitmojiScale, 33 * bitmojiScale, 26 * bitmojiScale);
  ellipse(x + 152 * bitmojiScale, y + 146 * bitmojiScale, 33 * bitmojiScale, 26 * bitmojiScale);
  ellipse(x + 247 * bitmojiScale, y + 148 * bitmojiScale, 33 * bitmojiScale, 26 * bitmojiScale);
```

```
  stroke(0, 0, 0);
  fill(176, 110, 80);
  rect(x + 175 * bitmojiScale, y + 133 * bitmojiScale, 18 * bitmojiScale, 17 * bitmojiScale); //
glasses left
  rect(x + 204 * bitmojiScale, y + 133 * bitmojiScale, 18 * bitmojiScale, 17 * bitmojiScale); //
glasses right
  line(x + 193 * bitmojiScale, y + 144 * bitmojiScale, x + 205 * bitmojiScale, y + 143 *
bitmojiScale); // nose bridge
  line(x + 176 * bitmojiScale, y + 143 * bitmojiScale, x + 146 * bitmojiScale, y + 137 *
bitmojiScale); // left glasses
  line(x + 259 * bitmojiScale, y + 132 * bitmojiScale, x + 223 * bitmojiScale, y + 144 *
bitmojiScale); // right classes

  fill(92, 54, 54);
  ellipse(x + 185 * bitmojiScale, y + 142 * bitmojiScale, 7 * bitmojiScale, 7 * bitmojiScale); // left
eye
  ellipse(x + 214 * bitmojiScale, y + 142 * bitmojiScale, 7 * bitmojiScale, 7 * bitmojiScale); // right
eye
  fill(176, 110, 80);
  triangle(x + 192 * bitmojiScale,y + 160 * bitmojiScale,x + 206 * bitmojiScale,y + 159 *
bitmojiScale,x + 198 * bitmojiScale,y + 151 * bitmojiScale
  );
  noStroke();
  arc(x + 212 * bitmojiScale, y + 169 * bitmojiScale, 23 * bitmojiScale, 36 * bitmojiScale, 1, 361);
// nose shaping
  arc(x + 193 * bitmojiScale, y + 170 * bitmojiScale, 9 * bitmojiScale, 25 * bitmojiScale, 1, 361); //
nose shaping
  arc(x + 199 * bitmojiScale, y + 171 * bitmojiScale, 9 * bitmojiScale, 25 * bitmojiScale, 1, 361); //
nose shaping
  stroke(0, 0, 0);
  fill(255, 255, 255); // teeth
  arc(x + 200 * bitmojiScale, y + 175 * bitmojiScale, 30 * bitmojiScale, 11 * bitmojiScale, 7, 391);
// mouth

  fill(217, 158, 208);
  quad(
    x + 176 * bitmojiScale,
    y + 194 * bitmojiScale,
    x + 223 * bitmojiScale,
    y + 194 * bitmojiScale,
    x + 300 * bitmojiScale,
    y + 351 * bitmojiScale,
    x + 100 * bitmojiScale,
```

```
    y + 350 * bitmojiScale
  ); // dress
  rect(x + 116 * bitmojiScale, y + 167 * bitmojiScale, 30 * bitmojiScale, 88 * bitmojiScale); //
sleeve
  rect(x + 253 * bitmojiScale, y + 167 * bitmojiScale, 30 * bitmojiScale, 88 * bitmojiScale); //
sleeve

  textSize(32 * bitmojiScale);
  fill(0);
  text("L", x + 178 * bitmojiScale, y + 259 * bitmojiScale);
  textSize(32 * bitmojiScale);
  fill(0);
  text("R", x + 199 * bitmojiScale, y + 259 * bitmojiScale);
};

//here is where bitmoji code will end when we implement it

//declare var variables
//stage phases
var phase = 0;
var WL = 0; //win/lose
var i = 0;
var gate = 0; //gate activation for stages
var starters = 1;
var AtoB = 0;
var AorB = 0;

//Bitmoji possitional code Decloration

//A
var XofA = 0;
var YofA = 0;

//B

var XofB = 0;
var YofB = 0;

// round obstacle arrays
var round1 = [];
var round2 = [];

var BarPara = [];
```

```
//Obstacle 1
var Obstacle1 = function (x,y) {
    fill(0, 0, 0);
    rect (x,y,130,16);
};

//Obstacle 2
var Obstacle2 = function (x,y) {
    fill(0, 0, 0);
    rect (x+45,y,130,16);
};

//Obstacle 3
var Obstacle3 = function (x,y) {
    fill(0, 0, 0);
    rect (x+32.5,y,110,16);
};

//generate array course numbers

var generateCourseNumbers = function(roundNumber) {
    for (var i=0; i<5; i++) {
        roundNumber.push (round(random(1,3)));
    }
};

//generate  course

var CourseCreate = function (Player, roundNumber) {
    if (Player === "A") {
        AtoB = 25;
        fill(199, 189, 82);
        ellipse((25+87.5), 40, 20, 20);
    }
    if (Player === "B") {
        AtoB = 200;
        fill(199, 189, 82);
        ellipse((200+87.5), 40, 20, 20);
    }

    for (var i=0; i < roundNumber.length; i++) {
        if (roundNumber[i] === 1){
            Obstacle1 (AtoB, (355-40)-(i*62));
        }
```

```
        if (roundNumber[i] === 2){
            Obstacle2 (AtoB, (355-50)-(i*62));
        }
        if (roundNumber[i] === 3){
            Obstacle3 (AtoB, (355-50)-(i*62));
        }
    }
};

var XaYnXbY_Reset = function () {
        //A
        XofA = 0;
        YofA = 0;
        //B
        XofB = 0;
        YofB = 0;
};

//background setup code

var backroundScreen = function () {
background (0,0,0);

//Screen space
fill(255, 255, 255);
rect (25,25,350,350);
};

var backroundPlayerScreen = function () {
background (0,0,0);
//player A Side
fill(255, 255, 255);
rect (200,25,175,350);
//Player B Side
fill(255, 255, 255);
rect (25,25,175,350);
};


// main code
backroundScreen ();
//code start button to enable phase 1;

var Button = function(config) {
```

```
    this.x = config.x || 0;
    this.y = config.y || 0;
    this.width = config.width || 150;
    this.height = config.height || 50;
    this.label = config.label || "Click";
};

Button.prototype.draw = function() {
    fill(227, 227, 227);
    rect(this.x, this.y, this.width, this.height, 5);
    fill(0, 0, 0);
    textSize(20);
    textAlign(LEFT, TOP);
    text(this.label, this.x+10, this.y+this.height/4);
};

Button.prototype.isMouseInside = function() {
    return mouseX > this.x &&
           mouseX < (this.x + this.width) &&
           mouseY > this.y &&
           mouseY < (this.y + this.height);
};

//buttons set up

var startButton = new Button({x: 50, y: 50, label: "Start Game"});
var restartButton = new Button({x: 200, y: 50, label: "Restart"});
startButton.draw();

//goldenGate Check
//mouse check

mouseClicked = function() {
    if (startButton.isMouseInside()) {
        if (phase === 0) {
            phase = 1;
            starters = 0;
            //println ("button");
            round1 = [];
            round2 = [];
            generateCourseNumbers (round1);
            generateCourseNumbers (round2);
        }
    }
```

```
    if (restartButton.isMouseInside()) {
        if (phase === -1) {
            phase = 1;
            starters = 0;
            //println ("button 2");
            round1 = [];
            round2 = [];
            generateCourseNumbers (round1);
            generateCourseNumbers (round2);
        }
    }
};
//var test = 0;

frameRate(50);

keyReleased = function() {
    if (keyCode === 18) {
        if (AorB === 0) {
            AorB = 1;
            //println ("toggle " + AorB);
        }
        else if (AorB === 1) {
            AorB = 0;
            //println ("toggle " + AorB);
        }
    }
};

draw = function () {
    //testing code
    //test = test + 1;
    //println (test);

//left-right-up-down format
//A B switch L-Shift
/*
    if (keyIsReleased && (keyCode === 18)) {
        if (AorB === 0) {
            AorB = 1;
            println ("toggle " + AorB);
        }
        else if (AorB === 1) {
            AorB = 0;
```

```
            println ("toggle " + AorB);
        }
    }
*/
    //37 left arrow
    if (keyIsPressed && (keyCode === 37)) {
        if (AorB === 0) {
            XofA=XofA-1;
        }
        if (AorB === 1) {
            XofB=XofB-1;
        }
    }
    //39 = right arrow
    if (keyIsPressed && (keyCode === 39)) {
        if (AorB === 0) {
            XofA=XofA+1;
        }
        if (AorB === 1) {
            XofB=XofB+1;
        }
    }
    //39 = up arrow
    if (keyIsPressed && (keyCode === 38)) {
        if (AorB === 0) {
            YofA=YofA-1;
        }
        if (AorB === 1) {
            YofB=YofB-1;
        }
    }
    //40 = down arrow
    if (keyIsPressed && (keyCode === 40)) {
        if (AorB === 0) {
            YofA=YofA+1;
        }
        if (AorB === 1) {
            YofB=YofB+1;
        }
    }

    //Barriors check

    if ((YofA >= 2) || (YofB >= 4)) {
```

```
        phase = -1;
        WL = 0;
    }
    if ((YofA <= -325) || (YofB <= -325)) {
        phase = -1;
        WL = 0;
    }
    if ((XofA >= 78.5) || (XofB >= 78.5)) {
        phase = -1;
        WL = 0;
    }
    if ((XofA <= -78.5) || (XofB <= -78.5)) {
        phase = -1;
        WL = 0;
    }

    if (phase === 1) {
        backroundPlayerScreen();
        CourseCreate("A", round1);
        CourseCreate("B", round1);
        //insert main code round 1 A
        DrawBitmoji(112.5+XofA,360+YofA,40);
        //insert main code round 1 B
        drawBitmoji(0.1, 268+XofB, 336+YofB);

    }
        if (((360+YofA)>25 && (360+YofA)<50) && ((360+YofB) >25 && (360+YofB)<50)) {
            if ((((112.5+XofA-10)>100) && ((112.5+XofA-10) < 120)) && (((290+XofB) > 275) &&
((290+XofB) < 300))) {
                gate = 1;
            }
        }
        if (gate === 1) {
            phase = 2;
            gate = 0;
            XaYnXbY_Reset();
        }
    if (phase === 2) {
        backroundPlayerScreen();
        CourseCreate("A", round2);
        CourseCreate("B", round2);
        //insert main code round 2 A
        DrawBitmoji(112.5+XofA,360+YofA,40);
        //insert main code round 2 B
```

```
        drawBitmoji(0.1, 268+XofB, 336+YofB);
        if (((360+YofA)>25 && (360+YofA)<50) && ((360+YofB) >25 && (360+YofB)<50)) {
            if ((((112.5+XofA-10)>100) && ((112.5+XofA-10) < 120)) && (((290+XofB) > 275) &&
((290+XofB) < 300))) {
                gate = 1;
            }
        }
        if (gate === 1) {
            phase = -1;
            gate = 0;
            WL = 1;
            XaYnXbY_Reset();
        }
    }
    if (phase === -1) {
        backroundScreen();
        //insert end code
        XaYnXbY_Reset();

        //Display WL (win/lose) status
        if (WL === 1) {
            fill(0, 0, 0);
            textSize(50);
            text("You Win!", 150, 200);

            // Display confetti as a reunion effect

            for (var j = 0; j < 100; j++) {
                fill(random(255), random(255), random(255));
                ellipse(random(width), random(height), 10, 10);
            }
        }
        if (WL === 0) {
            fill(0, 0, 0);
            textSize(50);
            text("You Lose ):", 150, 200);
        }
        //check for play again button
        restartButton.draw();
        //if button pressed start phase 1 again
    }
    //println (mouseX);
    //println (mouseY);
};
```

//Notes
//Create Barriers for testMojiIMG + Gravity
//Obstacle courses of both rounds be still