

Criteria → Drawing Pokémons Gen 1 Legendary birds (with shiny variants)

- Name ✓
- GitHub ✓
- Process Worker ✓
- Arrays
  - Colours → shiny vs non → mouse location and input detection
  - location → Random 4 corners each time X
- Functions
  - Draw art location with colours provided → background will be opposite complementary → how detailed??
    - ↳ can also press space for random colours??
- Drawing using squares (maybe more for text?) → do each color separate
  - ↳ compound graphic
- Size → 400x400
  - each sprite is 28 wide x 20 tall → will want room around tea +15? → each pixel × 10 = 280x200
  - size × 3 = (84 wide × 60 tall) × 2 = 168 × 120
    - ↳ 58 × 50
    - × 3 = (174 × 150) × 2 = 348 × 300 → thus have a border around each corner?
    - ↳ 52 100
  - size × 3 = 84 × 60 × 2 = 168 × 120
- Need loop at some sort
  - loop through arrays for colours and positions
- Change to 1 sprite (less complicated, higher resolution)
  - ↳ Articuno
  - ↳ click to randomise background, click on sprite to change to shiny

-Black/Dark Gray Border, ~~1px~~ 3px 10px

Q1 ArtIcon

Q2 Zepdos

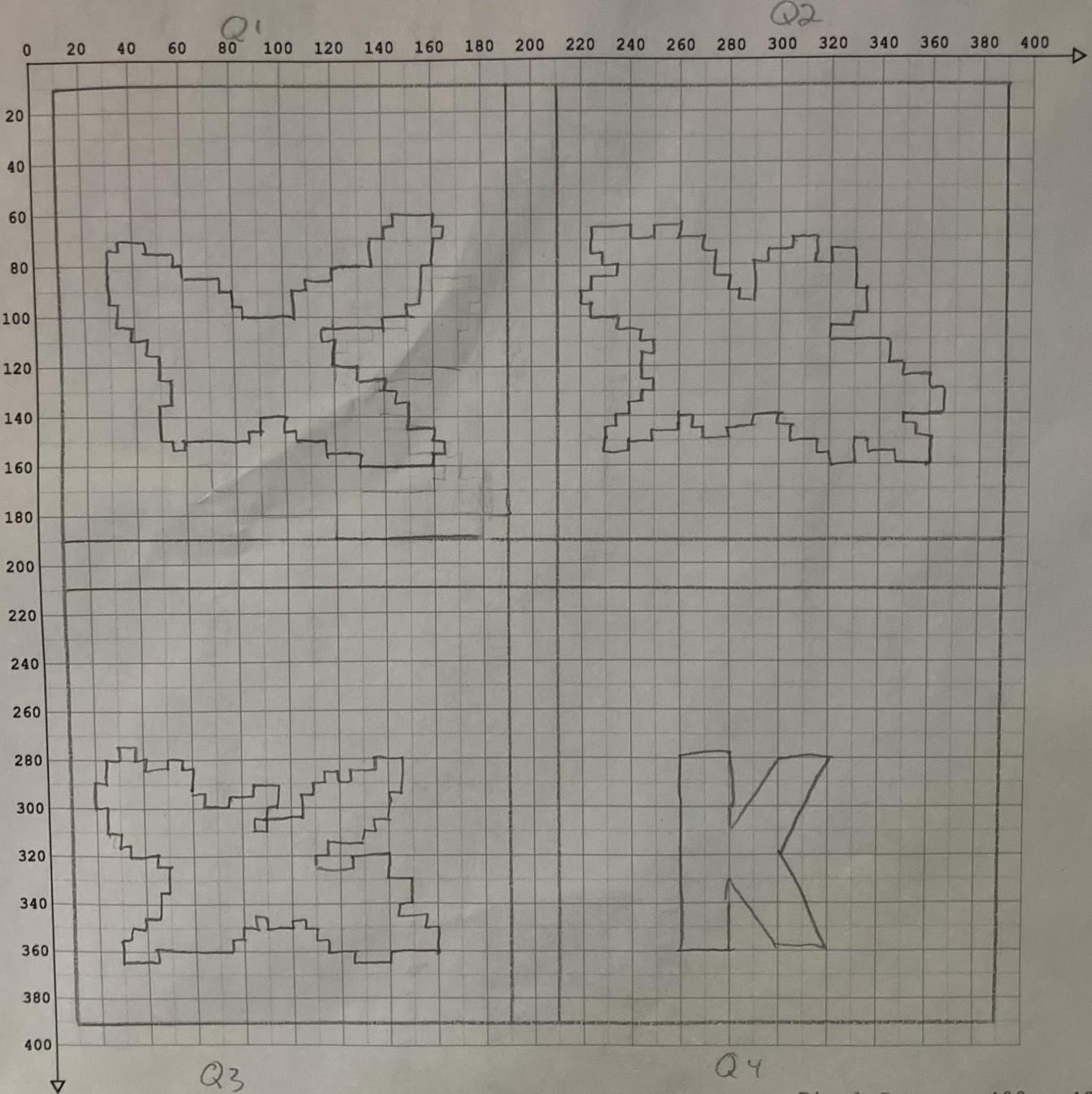
Q3 Moltres

Q4 Text? → Bold "Click"

Version 1

Border 174px x 150px  
in 16px x 16px - Dark  
in 3px x 3px  
Visual at 0,  
will change  
+3 in code

Visual at 10,  
will change  
+15 in code



Pixel Paper - 400 x 400  
Graph Paper for Screen Coordinates

Articene  $27 \times 20$

$$px \times 10 = 270 \times 200 + 10px \text{ border} = 290 \times 220 \rightarrow H(0, 0), \text{ then move with } (w, h) \text{ coords}$$

↳ centre is 200

→ draw normally, then -5px to centre it

↳ left/right is  $70/340$  → not going to centre with page as 5px might be border

↳ space from top should be equal (60px)

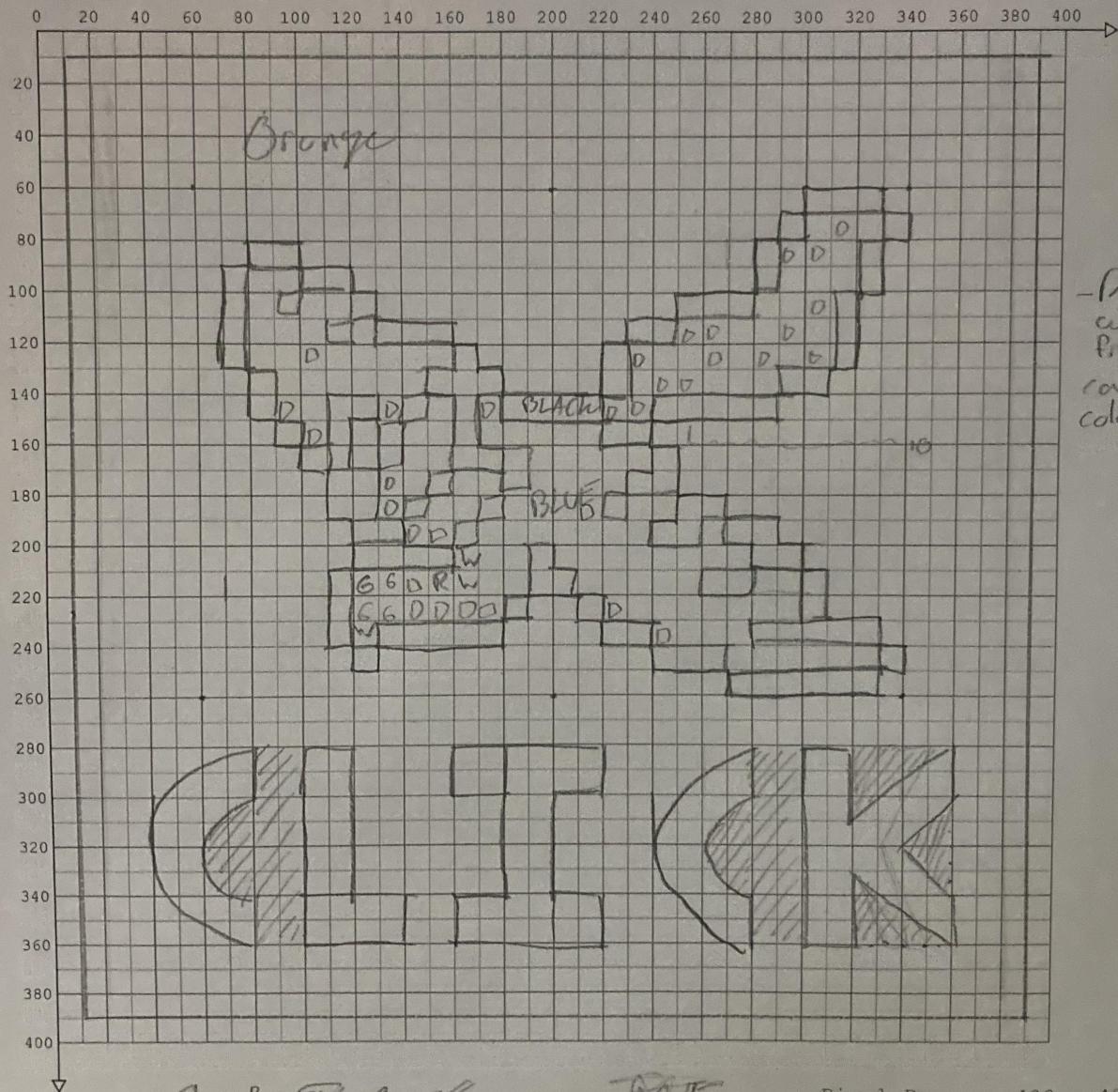
"Click Me" text below (Made with shapes)

~~~~~

Change from shiny/not

→ Click for random colors, Right click to go back to normal

Version 2



CLICK

FREE

Pixel Paper - 400 x 400  
Graph Paper for Screen Coordinates  
© 2013 by Jason L. Koenig