

In my goldilocks function, I need to know the bear width, height and ear size. I will need goldilocks height and her head size. Finally I need 2 variables to store the vertical and the horizontal whitespace between the objects on the screen.

I draw the bears with a function so that I don't have to write the bear drawing code 3 times. Also, it is useful because the bear is never bigger than it's height and width (unless the ears are massive, but I left that feature to give artistic bear ear freedom). Never being bigger than the specified height and width is useful because I can calculate the whitespace very easily with only those 2 measurements instead of taking into account every element of the bears.

The way that I spaced the bears horizontally and how I spaced goldie and the bears vertically is nearly identical. I found the total length minus the length of the objects and then divided the difference by the number of objects plus 1. The number is the number of pixels between each object for equal spacing between them all.