var drawBitmojiHead = function (headX, headY, headH){

noStroke();

fill(255,205,148);

ellipse(headX-(headH/100\*0),headY-(headH/100\*0),headH/100\*83,headH/100\*100); //head

fill(53,40,30);

arc(headX-(headH/100\*32), headY+(headH/100\*13), headH/100\*20, headH/100\*20, 0, 361 );//beard section

arc(headX-(headH/100\*32), (headY+headH/100\*19), headH/100\*20, headH/100\*20, 0,361);

arc(headX-(headH/100\*30), (headY+headH/100\*25), headH/100\*20, headH/100\*20, 0,361);

arc(headX-(headH/100\*26), headY+(headH/100\*32), headH/100\*20, headH/100\*20, 0, 361 );

arc(headX-(headH/100\*23), headY+(headH/100\*35), headH/100\*20, headH/100\*20, 0, 361 );

arc(headX-(headH/100\*17), headY+(headH/100\*40), headH/100\*20, headH/100\*20, 0, 361 );

arc(headX-(headH/100\*9), headY+(headH/100\*43), headH/100\*20, headH/100\*20, 0, 361);

arc(headX-(headH/100\*0), headY+(headH/100\*43), headH/100\*20, headH/100\*20, 0, 361);

arc(headX+(headH/100\*7), headY+(headH/100\*43), headH/100\*20, headH/100\*20, 0, 361);

arc(headX+(headH/100\*17), headY+(headH/100\*36), headH/100\*20, headH/100\*20, 0, 361 );

arc(headX+(headH/100\*27), headY+(headH/100\*28), headH/100\*20, headH/100\*20, 0,361);

arc(headX+(headH/100\*33), headY+(headH/100\*18), headH/100\*20, headH/100\*20, 0,361);

arc(headX+(headH/100\*35), headY+(headH/100\*13), headH/100\*20, headH/100\*20, 0,361);

rect(headX-(headH/100\*11), headY+(headH/100\*26), headH/100\*19, headH/100\*9, headH /100\*15);

rect(headX-(headH/100\*11), headY+(headH/100\*9), headH/100\*19, headH/100\*9, headH /100\*15);// moustache

quad(headX-(headH/100\*44),headY-(headH/102\*0), headX-(headH/100\*35), headY-(headH /100\*32), headX-(headH/100\*14), headY-(headH/100\*45), headX-(headH/100\*37), headY -(headH/100\*10));// left hair

quad(headX+(headH/100\*43),headY-(headH/100\*5),headX+(headH/100\*34),headY-(headH/100 \*32),headX+(headH/100\*13),headY-(headH/100\*50),headX+(headH/100\*35),headY-(headH/100 \*3));//right hair

stroke(0, 0, 0);//hat

fill(72, 211, 242);

rect(headX-(headH/100\*36), headY-(headH/100\*59), headH/100\*73, headH/100\*31, headH /100\*15);

rect(headX-(headH/100\*26), headY-(headH/100\*73), headH/100\*52, headH/100\*28, headH /100\*3);

fill(21, 122, 66);

rect(headX-(headH/100\*31), headY-(headH/100\*33), headH/100\*62, headH/100\*6, headH /100\*15);

stroke(255, 255, 255);

fill(72, 211, 242);

ellipse(headX-(headH/100\*16),headY-(headH/100\*9),headH/100\*10,headH/100\*8);//left eye

ellipse(headX+(headH/100\*11),headY-(headH/100\*9),headH/100\*10,headH/100\*8);//right eye

noStroke();

fill(0, 0, 0);

ellipse(headX-(headH/100\*16),headY-(headH/100\*9),headH/100\*4,headH/100\*4);//pupils

ellipse(headX+(headH/100\*11),headY-(headH/100\*9),headH/100\*4,headH/100\*4);

stroke(0, 0, 0);

fill(255,205,148);

bezier(headX-(headH/100\*2),headY+(headH/100\*2),headX+(headH/100\*27),headY+(headH /100\*13),headX-(headH/100\*16),headY+(headH/100\*12),headX-(headH/100\*4),headY+(headH /100\*10));// nose

fill(255, 255, 255); //white teeth

arc(headX-(headH/100\*2),headY+(headH/100\*19),headH/100\*30,headH/100\*13,1,180); //mouth

line(headX-(headH/100\*16),headY+(headH/100\*18),headX+(headH/100\*12),headY+(headH /100\*18));

};

var drawBitmojiBody = function(bodyX, bodyY,bodyH) {

noStroke();

fill(255,205,148);//neck

rect(bodyX-(bodyH/100\*17), bodyY+ (bodyH/100\*51), bodyH/100\*32, bodyH/100\*21, bodyH /100\*8);

fill(0, 0, 0);

rect(bodyX-(bodyH/100\*48), bodyY+(bodyH/100 \*70), bodyH/100\*97, bodyH/100\*70, bodyH /100\*26);//shirt

fill(255, 255, 255);

textSize(bodyH/100\*29);

text("JB",bodyX-(bodyH/100\*17), bodyY+(bodyH/100\*92), bodyH/100\*49, bodyH/100\*29);

};

var drawBitmoji = function(bitmojiX,bitmojiY,bitmojiH) {

drawBitmojiHead(bitmojiX,bitmojiY,bitmojiH);

drawBitmojiBody(bitmojiX,bitmojiY,bitmojiH);

};

var drawBitMojiHead = function (bodyX,bodyY,bodyH) {

noStroke();

fill (0, 0, 0);

fill ( 255, 224, 189); // skin tone fill

ellipse (bodyX, bodyY, bodyH / 100\*86, bodyH / 100 \* 94); // head/face

fill (255, 255, 255);

fill (94, 20, 20); // hair color tone fill

triangle (bodyX + bodyH / 100 \* 54, bodyY + bodyH / 100\*5, bodyX + bodyH / 100 \* 38, bodyY - bodyH / 100 \* 9, bodyX + ( bodyH / 100 \* 33 ), bodyY - (bodyH / 100 \* 28 )); // right hair piece

triangle (bodyX + (bodyH / 100 \* 35), bodyY + (bodyH / 100 \* 5), bodyX + (bodyH / 100 \* 38), bodyY - (bodyH / 100 \* 9), bodyX + (bodyH / 100 \* 33), bodyY - (bodyH / 100 \* 28));

// right piece continued

triangle (bodyX - bodyH / 100 \* 26, bodyY - (bodyH / 100 \* 45), bodyX + (bodyH / 100 \* 38), bodyY-(bodyH/100\*9), bodyX + (bodyH / 100 \* 33), bodyY-(bodyH/100\*28));

// right hair piece continued

triangle (bodyX - (bodyH / 100 \* 37), bodyY - bodyH / 100 \* 23, bodyX - bodyH / 100 \* 54, bodyY-bodyH/100\*7, bodyX + bodyH / 100 \* 33, bodyY - bodyH / 100 \* 28); // left hair piece

fill (79, 76, 79); // beanie color fill

arc (bodyX - bodyH / 100 \* 2, bodyY - bodyH / 100 \* 19, bodyH / 100 \* 84, bodyH / 100 \* 75, 178, 363); // beanie

stroke (0, 0, 0); // fill for the outline for glasses

fill (255, 224, 189); //fill to skin tone for glasses

rect (bodyX - bodyH / 100 \* 27, bodyY - bodyH / 100 \* 11,bodyH / 100 \* 17,bodyH / 100 \* 12); // left glasses

rect (bodyX + bodyH / 100\*6, bodyY - bodyH / 100\*11, bodyH / 100 \* 17, bodyH / 100 \* 12); // right glasses

line (bodyX - bodyH / 100 \* 10,bodyY-bodyH / 100 \* 3, bodyX + bodyH / 100 \* 6, bodyY - bodyH / 100 \* 3);

// middle bridge of glasses

line (bodyX - bodyH/100\*44, bodyY - bodyH / 100 \* 5,bodyX - bodyH / 100 \* 26,bodyY - bodyH/100\*9); // glasses side left

line (bodyX + (bodyH / 100 \* 24), bodyY-(bodyH / 100 \* 10), bodyX + (bodyH / 100 \* 44), bodyY - (bodyH / 100 \* 7)); // glasses side right

fill (115, 23, 23); // fill for brown eyes

ellipse (bodyX - (bodyH / 100 \* 17),bodyY - (bodyH / 100 \* 4),bodyH / 100 \* 6,bodyH / 100\* 6);// left eye

ellipse (bodyX + (bodyH / 100 \* 17),bodyY - (bodyH / 100 \* 4),bodyH / 100 \* 6,bodyH / 100\* 6);// right eye

fill (255, 224, 189); // skin tone fill

bezier (bodyX , (bodyY - bodyH / 100 \* 1), bodyX + (bodyH / 100 \* 21),bodyY + (bodyH / 100 \* 17), bodyX - (bodyH / 100 \* 8), bodyY + (bodyH / 100 \* 17),bodyX + (bodyH / 100 \* 8),bodyY + (bodyH / 100 \* 19)); // nose

fill (255, 255, 255); // fil the whites of the teeth

arc (bodyX + (bodyH / 100 \* 3),bodyY + (bodyH / 100 \* 25),bodyH / 100 \* 30,bodyH / 100 \* 13, 1, 180);

line (bodyX - (bodyH / 100 \* 14),bodyY + (bodyH / 100 \* 24),bodyX + (bodyH / 100 \* 19), bodyY + (bodyH / 100 \* 24)); // top of the mouth

};

var drawBitMojiBody = function (bodyX, bodyY, bodyH) {

fill ( 255, 224, 189); // skin tone fill

noStroke();

rect (bodyX - bodyH / 100 \* 18,bodyY + bodyH / 100 \* 39, bodyH / 100 \* 42, bodyH / 100 \* 24); // neck

fill (0, 0, 0);

quad (bodyX - bodyH / 100 \* 52, bodyY + (bodyH / 100 \* 88), bodyX + (bodyH / 100 \* 63), bodyY + (bodyH / 100 \* 88), bodyX + (bodyH / 100 \* 24), bodyY + (bodyH / 100 \* 52 ), bodyX - (bodyH / 100 \* 17), bodyY + (bodyH/100\*52));// t -shirt/body

rect (bodyX - bodyH / 100 \* 52, bodyY + bodyH / 100 \* 87,bodyH / 100 \* 115, bodyH / 100\* 51); // body continued

fill (255, 255, 255);

textSize ( bodyH/ 100 \* 30);

text ("NL", bodyX - bodyH / 100 \* 15, bodyY + bodyH / 100 \* 110);

};

var drawBitMoji = function (bodyX, bodyY, bodyH) {

drawBitMojiHead ( bodyX, bodyY, bodyH);

drawBitMojiBody ( bodyX, bodyY, bodyH);

};

var score = 0;

var currentScene = 0;

var Button = function(config) {

this.color = config.color;

this.x = config.x || 0;

this.y = config.y || 0;

this.width = config.width || 141;

this.height = config.height || 50;

this.label = config.label || "Click";

this.onClick = config.onClick || function() {};

};

Button.prototype.draw = function() {

fill(this.color);

stroke(0, 0, 0);

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);

};

Button.prototype.handleMouseClick = function() {

if (this.isMouseInside()) {

this.onClick();

}

};

var btn1 = new Button({ //start button

color: color(255, 255, 255),

x: 126,

y: 233,

label: "Start Game",

onClick: function() {

currentScene = 1;

}

});

var btn2 = new Button({ //controls

color: color(255, 255, 255),

x: 126,

y: 295,

label: " Controls",

onClick: function() {

currentScene = 2;

}

});

var btn3 = new Button({ //reset from instruction button

color: color(255, 255, 255),

x: 126,

y: 295,

label: "Main Menu",

onClick: function() {

currentScene = 0;

}

});

var splashScreen = function() { // game start screen

fill(0, 102, 255);

rect(0,0,400,400);

fill(0, 0, 0);

var f = createFont("Arial Black");

textFont(f);

textSize(40);

text("Space Assault", 46,118);

textSize(13);

text("by Nicolas Leffray & Jarrod Blanchette",65,178);

btn1.draw();

btn2.draw();

drawBitmoji(73,260,50);

drawBitMoji(321,260,50);

};

splashScreen();

var instructions = function() {

fill(238, 255, 0);

rect(0,0,400,400);

fill(0, 0, 0);

var f = createFont("Arial Black");

textFont(f);

textSize(40);

text("Instructions",64,82);

textSize(15);

text("arrow keys = movement",99,142);

text("spacebar = fire",123,169);

btn3.draw();

};

instructions();

var gameScene = function() {

fill(0, 0, 0);

background(0, 0, 0);

for ( var i = 0; i < 101; i++)

{

fill(255, 255, 255);

var randomStarsX = random(0,400);

var randomStarsY = random(0,400);

ellipse(randomStarsX,randomStarsY,2,2);

}

textSize(20);

fill(255, 0, 0);

text("score: " + score ,20,20);

// sets the score at the top

};

gameScene();

var gameOver = function() {

// this will be the scene for when we die or lose

};

mouseClicked = function()

{

if (currentScene === 0)

{

btn1.handleMouseClick();

} if (currentScene === 0)

{

btn2.handleMouseClick();

} if (currentScene === 0)

{

btn3.handleMouseClick();

}

};

draw = function() {

if (currentScene === 0)

{

splashScreen();

} if (currentScene === 1)

{

gameScene();

} if (currentScene === 2)

{

instructions();

} if (currentScene === 0)

{

splashScreen();

}

};