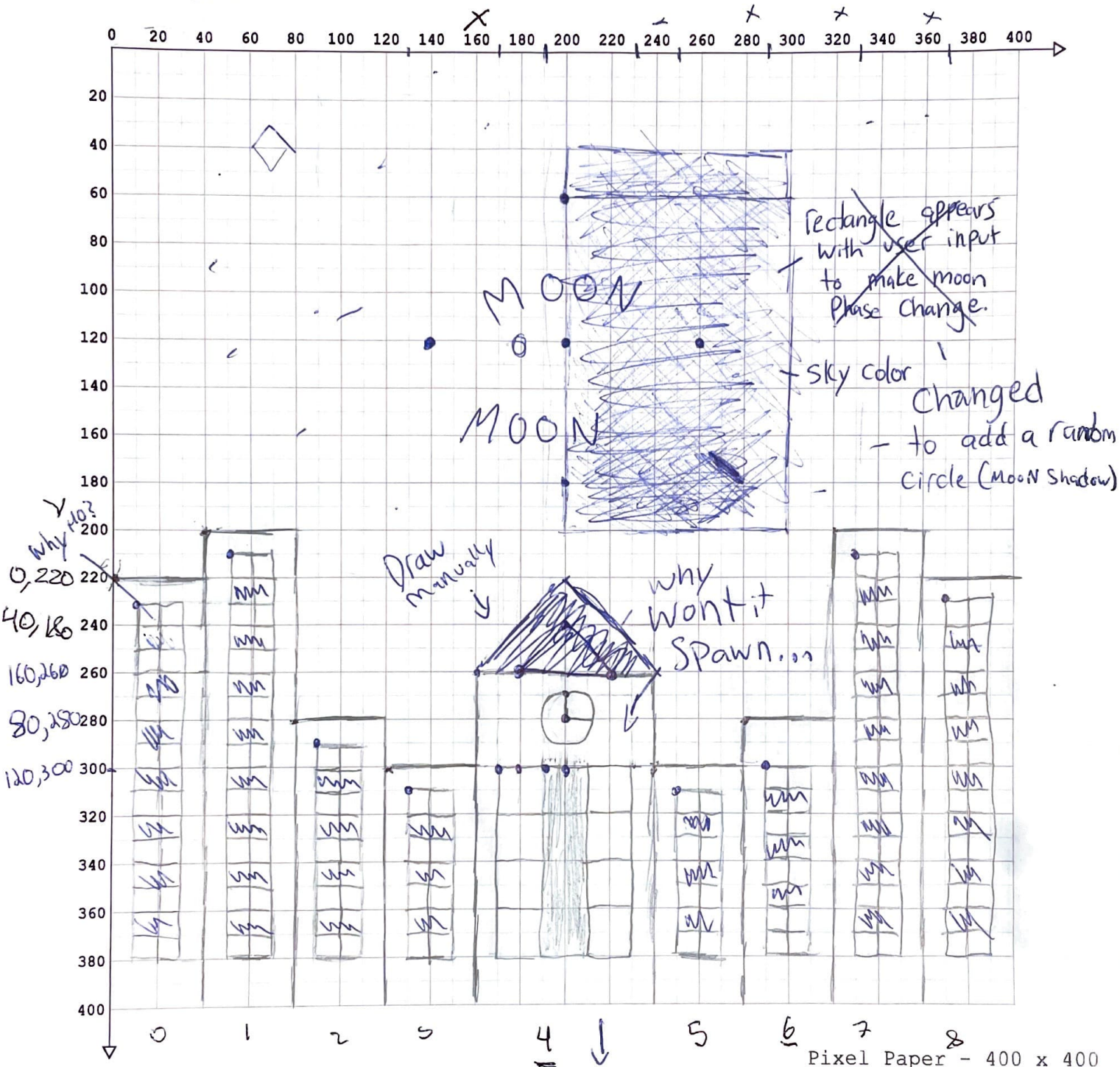


Move Moon with $\leftarrow A-D \rightarrow$ -> Did not follow through with this
 Stars in night sky are random

Moon Changes color when clicked -> ~~Random color~~
~~time randomized?~~



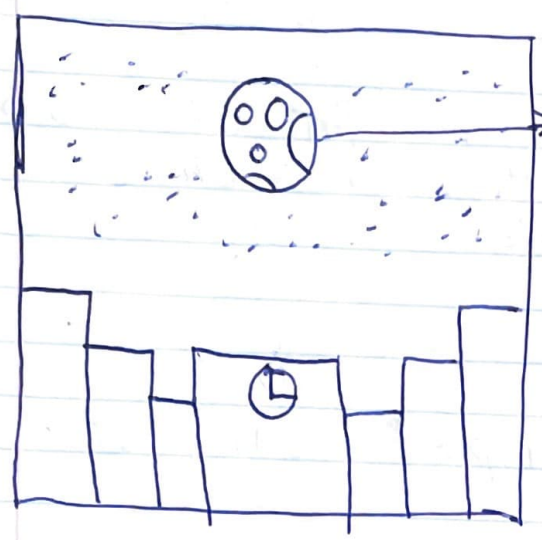
~~Clock Breaks when clicked?~~

Draw Manually

Stars ~~Color~~ Color is random

- 08
- 17
- 26
- 35
- 4

Moon Phase's

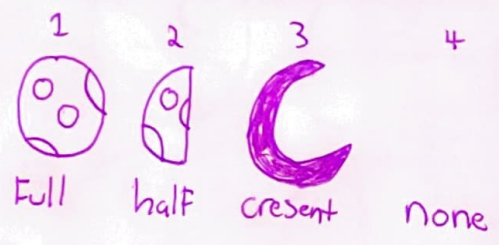


Player clicks moon and the moon changes phases

Stars spawn at random

Random moon color

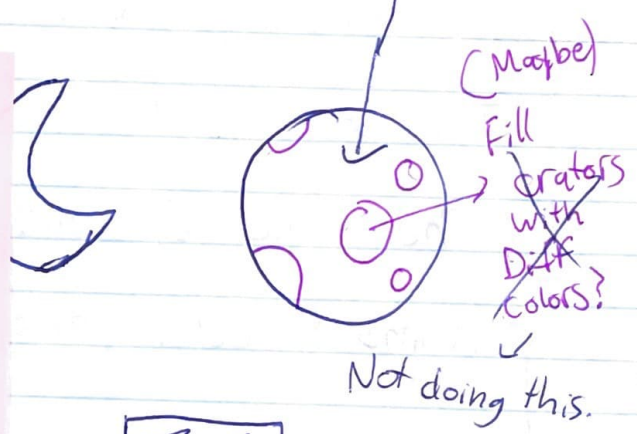
Moon Phase 4?



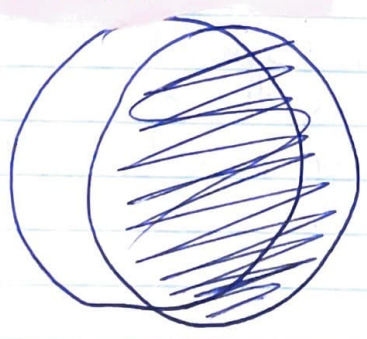
Can be
 Light yellow Grey
 Dark yellow Light grey
 Normal? Yellow Dark grey

Purple (RARE)

7+ Random colors of Moons



Fill with Background →



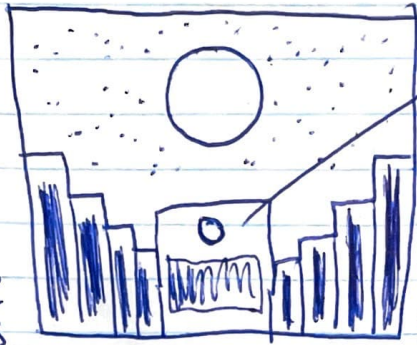
Fill with Background color

2D interactive drawing.

Things to work out

Issue #1

Solved ☺



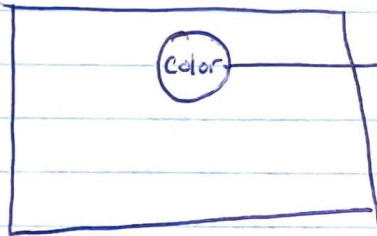
This building is not appearing...

Did same with lights

Update- Instead of including the bigger building in a loop I manually drew it using `Draw.Rectangle()`;

Issue #2

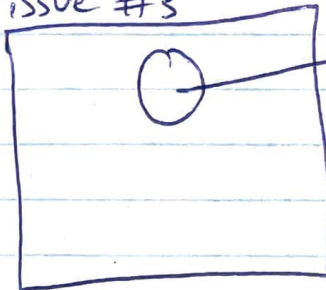
Solved kind of?



Need moon to alternate to random colors when clicked or when window starts

Update- Got moon to interact with spacebar by changing `Color.FillColor` to `Draw.FillColor`. this does not make it random but now changes color with a click of spacebar!

issue #3



Moon colors are not shifting randomly when clicked but instead going down a straight line of each color...

Kinda the same issue

