Final document

Planning:

Final :

* Concept: recycling game
* Two types of bins: recycling and like trash
* Objects come down → trash (banana peel) vs. recycling (plastic bottles etc)
* Score showing how well the person is doing
* If score < 0 → lose?
* Make the bin mouse side to side with mouse
  + Map mouse
* Make fruits and plastic fall from sky randomly
* Inc score if trash goes in trash and plastic in recycling bin

1. Add images to array
2. Populate object array with array of images
3. Add music → spacebar to start and stop

* Switch the bins with keyPressed (shift key?)

Notes:

Concept: my sketch is a game to teach people about recycling and increase score if people sort the item correctly, the controls are essentially the shift key to change between the types of bins and then two categories of objects (fruits and plastics), spacebar for music

Background: there was a recycling game on clifford that I used to play when I was little 🡪 show video

Walkthrough code

Notable moments in code: figuring out collision to reflect the score and adding the images to the object array

I would like to add a starting page to show people the rules and controls and maybe some information about recycling! maybe a pause button