Intro #3: Arrays

arrays, collisions, picking random items

- arrays, iteration
- UW.range
- array of text
- UW.randomChoice
- UW.getFingers
- collisions Sprite.getTouching

Console: Arrays

- array literals (of numbers)
- UW.range() TODO
- iteration

Iteration

- make a sprite every N y positions.
- challenge (optional): make a grid of sprites

Choosing random things

- text literals
- making lists of text
- UW.choose() for costumes 🌲🌳🌴🌵🎄
- fill the screen with random kinds of tree

Collisions

- for other in getTouching()
- lets...burn the trees with fire
- on drag
- move fire to finger
- destroy any overlapping trees

The end

Nice! Now you know about Javascript Arrays, how to get random numbers, how to pick an item from an Array at random, how to detect a finger being dragged, and how to get overlapping objects.