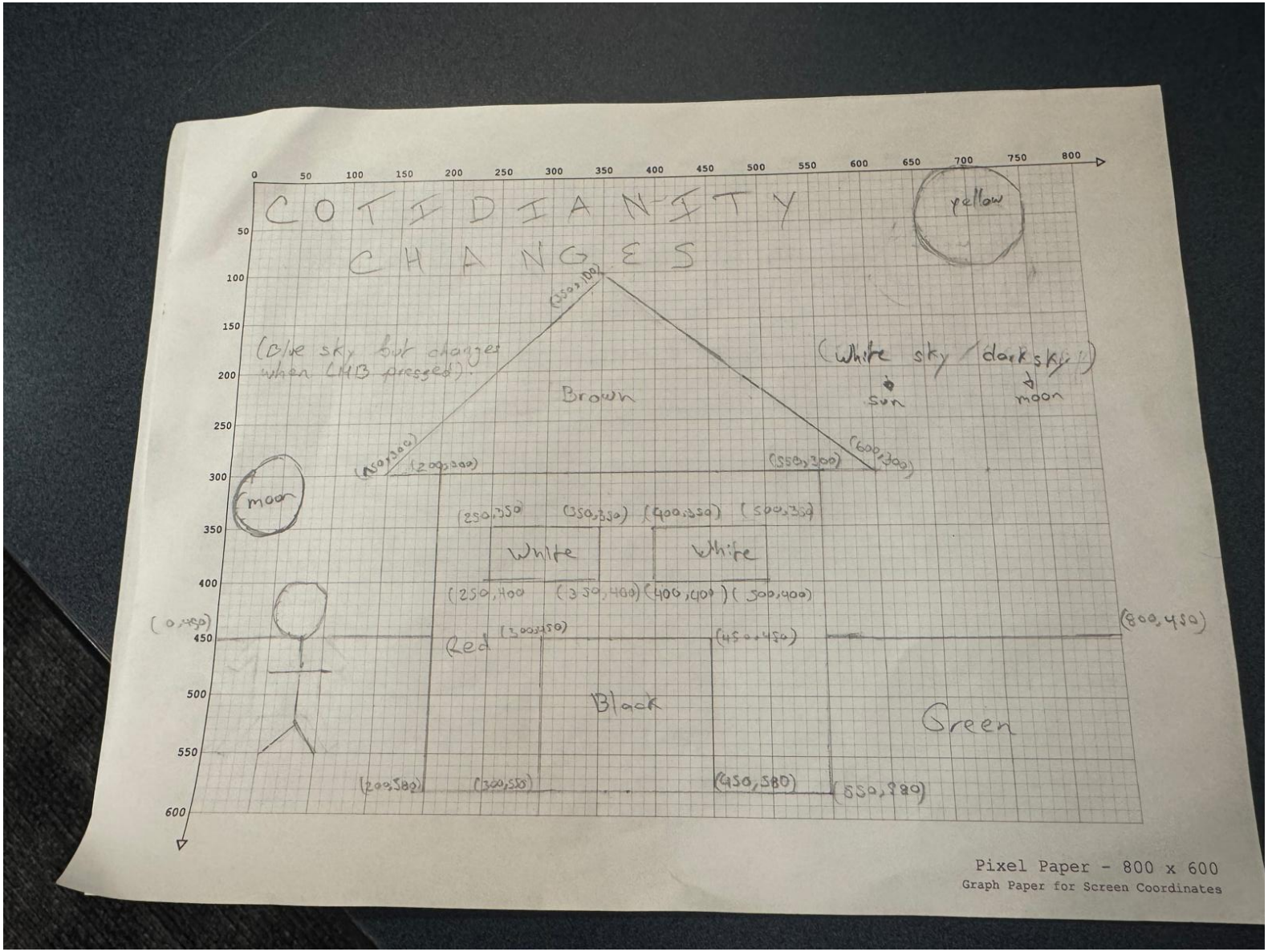
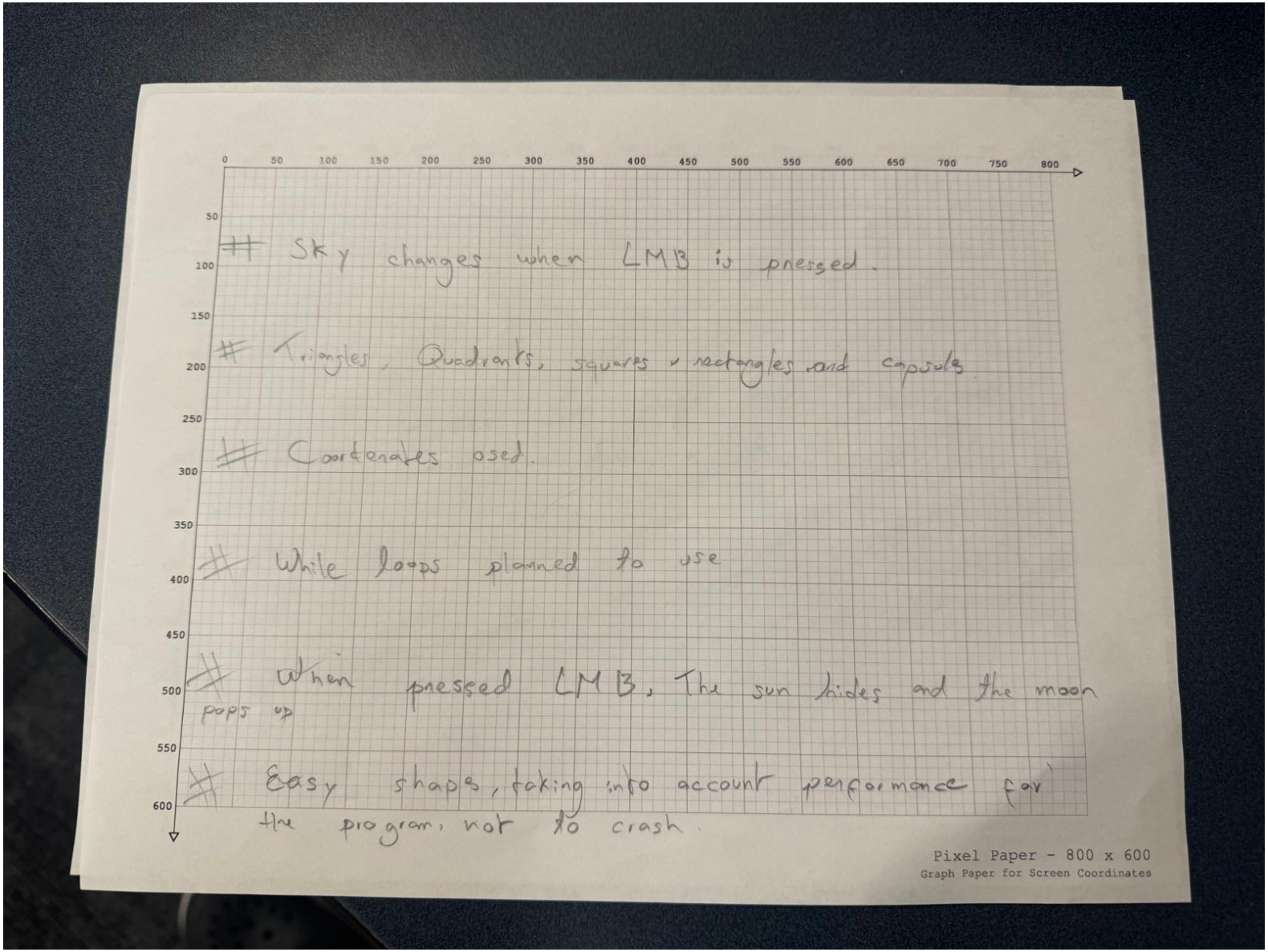
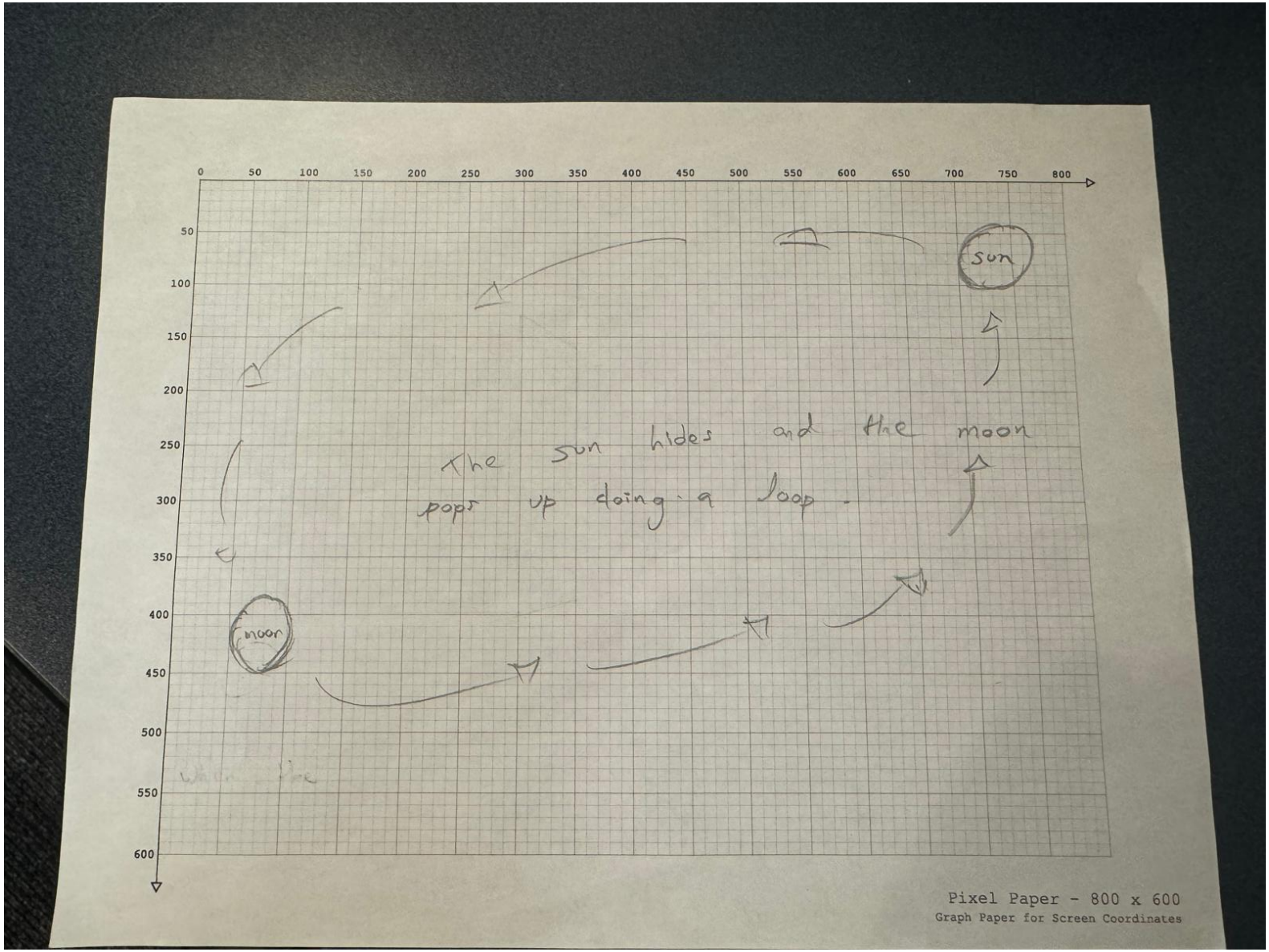
PROCESS WORK:



Pixel Paper - 800 x 600

Graph Paper for Screen Coordinates


0 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750 800
50 100 150 200 250 300 350 400 450 500 550 600
Sky changes when LMB is pressed.
Triangles, Quadrants, squares & rectangles and capsules.
Coordenates used.
While loops planned to use
When pressed LMB, The sun hides and the moon pops up
Easy shapes, taking into account performance for the program, not to crash.
Pixel Paper - 800 x 600
Graph Paper for Screen Coordinates


0 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750 800
50 100 150 200 250 300 350 400 450 500 550 600
sun
moon
The sun hides and the moon
pops up doing a loop.
Pixel Paper - 800 x 600
Graph Paper for Screen Coordinates

More mistakes I encountered.

* When I first, used delta time for the circle movement, my transitions (night/day) appeared like laggy or jerky due to inconsistent frame-rate

* At first, I didn't used delta time, so the circle spped was like, stuck to the program framerate.

* TimeElapsed wasn't incrementing, so the background wasn't switching appropiately

2D interactive drawing. Mistakes I run into.

* The fill colors of the shapes were swapped.

* The y of my house wasn't the right value.

* The coords of the triangle were off.

* Had to test different coords for the x2 and x3 of the triangle.

* Circle dissapeared when spacebar pressed because it was inside the else statement.

* when the circle moves off the screen, the calculations of when it should appear where off, checking (circle x < -50)