**DRAFT**

**Name, Date, Class in top left corner and then program title centered**

**1 paragraph general description of program**

* A basic interactive program written in Processing.
* Has a kite that the user can control
* Kite changes control on user input
* Has a moving sun / moon that changes on user input
* Has looping moving cloud that varies in color
* Has randomized flashing stars

**1 paragraph description of animation element and interaction element**

* Kite can be moved on user input with 4-axis movement (left, up, right, down)
* Kite tails are animated automatically
* Kite string adapts to where the kite is
* User can change the color of the kite with hotkeys
* User can change day / night cycle with mouse click
* Cloud moves across screen automatically and loops when it goes off-screen
* Cloud changes color depending on time of day (white during daytime, dark gray during night time)
* Sun / moon moves in an arc on user input
* Sun automatically turns into moon (and vice versa) on day / night cycle change
* During night, stars flash at random

**Simple drawing of what the program window will look like**

**TODO**

**1 paragraph description of problems that you encountered**

* Originally wanted the kite tails to react the user input (ie. flow to the right when the user moves left and vice versa). Could not figure out a way to do it short of copying the kite tail animation code and editing each coordinate manually which was not feasible
* Wanted stars to flash a few times before moving; too difficult to implement, opted for lower frequency of new stars appearing