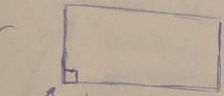


2D interactive image ideas.

Drawing Blue Board?



Reset Button

Blue Background?
White lines.

Player loses blue pixels, white by clicking.
Clicking reset button resets board.

Both?

Kind of simple.
Highly interactive.

Clown



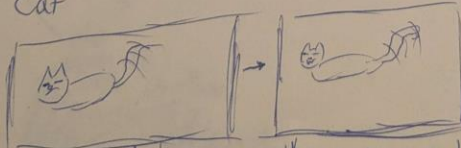
Clown goes from happy to sad
and back again.

- Eyes follow mouse
- Hands move left to right
- Clicking the nose changes the clown

- Eyes spinning with face
- Cheeks turn red
- Hands increase and decrease in size.

Complex.
More interaction.

Cat



Cute Cat.

Cat swings tail.
Chest rises and falls.

When mouse is over head
tail swings faster, cat ~~smiles~~
Smiles

Simple.
Minimal interaction.

view 800 x 600
update background.
start ~~start~~ Bool downPresent = false
Function: Draw clowns Base features (down Base)
int Position x = Mouse x position ~~int~~ int Position y = Mouse y position.
if downPresent = false

{ Draw Background Color (Blue);

~~Draw Color (Grey)~~

Draw Square (Bottom corner coords)

if (Mouse Clicked)

~~{ Draw Square (Mouse coords);~~

{ if (in Bottom corner coord)
{ Reset Background
}

Else
{ Draw White;

Draw Square (mouse coords)

}

else {

{

}

else

{ Draw white;

Function draw Base;

Draw color for eye;

Draw Circle (left eye);

Draw Circle (right eye);

Draw color Black;

For got button to change
downPresent to true. Do that

change page.

~~Need function to draw and move down eyes.~~

Need function to draw and move down eyes.

Eye function: while clownin = true

Draw ~~circle~~ (Blue);

Draw circle (left eye);

Draw circle (right eye);

Draw color (Black);

Draw circle (coords should either make the pupils follow mouse or move back and forth test in program.)

(Maybe divide mouse positions to find pupil center, would need eye base and window size to be proportional.)

Have nose change clown state to (clownin = false) when clicked ~~and~~ vice versa.

Make nose a function?

while clownin = false

(Pupil spin function. See fading ball solution for example of coding.)

Make function for arms too.

Top ^{left} ~~right~~ button didn't work when trying to swap back pages.

Transferred down page swap button to top right.

~~Notes~~ Ideas a bit too much without Vectors.
Need to change to make possible with Arrays and loops.

⬆️
○ Eyes can use quadrants of screen. Put in function with clown.
No arms. Swap unrequired. Maybe make a controllable array.

Update: Eyes don't update quadrant after being drawn. Seems to work
outside of function.

Put the eyes in the program over a clown.
update section

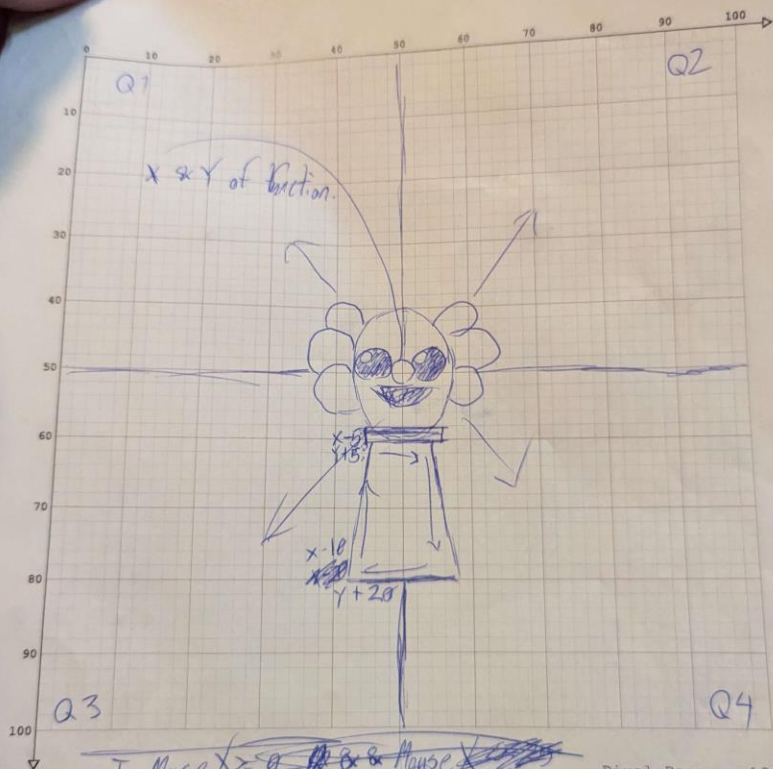
Update: Clowns now can be ^{of the} arrayed separately from the first clown. Eyes work.

Update: Got rid of pre-drawn clown. Now clown shows up ^{at mouse} when left clicking.

Update: There was an issue with image from square section staying after
swap to clown screen. fixed with momentary background clear after swap.

Clowns still show up on draw screen when swapping back.

Update: ~~Changed~~ Changed clown button ~~at mouse~~ to right click, to prevent image appearing
upon clicking page-swap button.



I Mouse $X > 0$ & Mouse $X < 0$

Pixel Paper - 100 x 100
Graph Paper for Screen Coordinates

If statement for mouse being in quadrants. Not too hard.

