Assignment in Detail:

```
Draw.Fill Color = Color.White;
Draw.LineColor = Color.Clear;
Draw.Circle(Input.GetMouseX(),
    Input.GetMouseY(),25);

Window.ClearBackground(Color.White);

Draw.FillColor=Color.White;
Draw.LineColor=Color.Clear;
Draw.Rectangle(  ,30);
Window.ClearBackground(brown)

Draw.FillColor=Color.White;
Draw.Star(Input  ,10);
Window.ClearBackground(black)
        polygon
```

mixing idea one 800 x 6

Final Idea

create a white canvas
make 2 brushes with drag and hold.

Left click red circle

Right click blue rectangle

hold down both to select both. when both are selected the colors swap

Game Development
2D Interactive Drawing Assignment process work

Idea

Every time the player right clicks a mini red circle appears and every time the player left clicks a mini blue rectangle appears

OF | background is pink green

create a brush when the player clicks and holds they are able to drag their mouse to make some lines in white. background is pink. Erasing the place rectangles and holds a different shape / brush can be used to write in.

Every time the brush changes color by color shape changes (stars etc)

RGB colors

mouse input

800x600 pixels canvas

0-14 module

Finished repositoring

2D Game Based template

Game Development
Be an Artist
2D Interactive Drawing Assignment process work

800 X 600

300

multiple shapes / same pixels

white shapes

black bag

pink bag

brown by

scraped

shape does not disappear / screen doesn't refresh

Pixel Paper - 200 x 2
Graph Paper for Screen Coordinates

Game Development
Drawing app - Be an Artist
process work 2

mixing idea one 800 x 600

Drag the mouse

Drag the mouse

no clearBackground

scrap

water milk

white bag

Pixel Paper - 100
Graph Paper for Screen