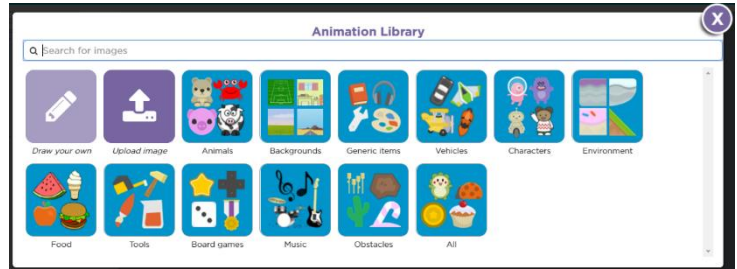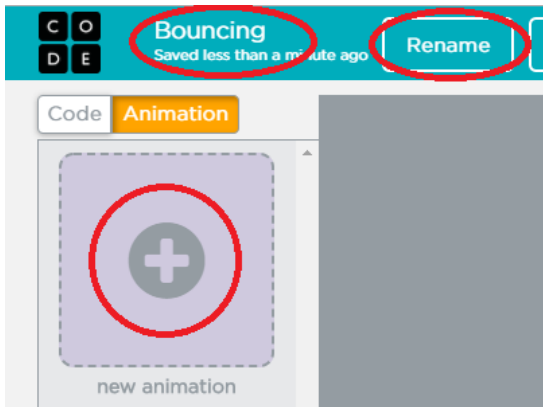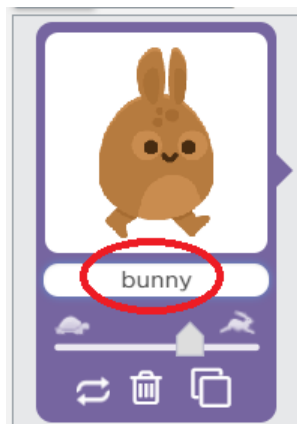# Bouncing – Game Lab

1. Move to the animation tab.
   - Rename your project, so you can find it again.

   - Click on new animation. Choose any picture that you like. You are going to make it bounce around the screen.
   - Pay attention to what your animation is named. You need to know that later.

2. Move back to the code tab.
   - Make a sprite to hold your animation. Make sure you rename it and pick the right animation.

   - Add the code to the drawLoop to blank the screen and to redraw your animation.

   - Run your program. Does the animation show up? It will just be in place.

3. Add in edges and velocity to your animation.
   - Add to the animation's initial code. Give it velocity in each direction.

```
1  var bunny = createSprite(100, 200) → ;
2  bunny.setAnimation(▼ "bunny");
3  bunny.velocityX = 3;
4  bunny.velocityY = 3;
5
```

   - Add the create Edges code.

```
3  bunny.velocityX = 3;
4  bunny.velocityY = 3;
5
6  createEdgeSprites();
7
8  function draw() {→
```

   - Add the bounce code in the draw function.

```
8  function draw() {→
9    background(▼ "white");
10   drawSprites();
11   bunny.bounceOff(edges);
12 }
```

4. Run your program. Your animation should bounce around the screen.
   - If it doesn't, fix it now.

5. Do the same thing, but add a <mark>second animation</mark>.
   - Be careful not to add a second draw loop. Add your second animation into it.
   - Also: make one of the velocityX or velocityY negative to make it move in a different direction.

6. Then add a <mark>third animation</mark>.

Show your teacher when you are finished all 3 animations.