Animation Design Worksheet

Draw a sketch for three distinct moments of the animation

Sketch A   Sketch B   Sketch C

What things are changing?

Thing	Describe how it changes

What fields do you need to represent the things that change?

Field name (dangerX, score, playerIMG…)	Datatype (Number, String, Image, Boolean…)

Make a To-Do List, and check off each as "Done" when you finish each one.

Component	When is there work to be done?	To-Do	Done
Data Structure	If any new field(s) were added, changed or removed	☐	☐
draw-state	If something is displayed in a new way or position	☐	☐
next-state-tick	If the Data Structure changed, or the animation happens automatically	☐	☐
next-state-key	If the Data Structure changed, or a keypress triggers the animation	☐	☐
reactor	If either next-state function is new	☐	☐