# Animation Extension Worksheet

Describe the goal of your change: what new feature or behavior will it add to your animation?

On a keypress, if the user pressed "f" (for "feed"), hunger should increase by 10. If the user pressed "s" (for "sleep"), sleep should increase by 5. If the user presses any other keys, nothing should change.
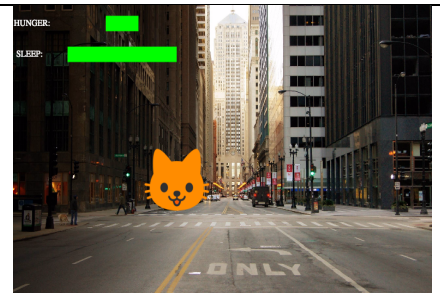
Draw a sketch for three distinct moments of the animation, focusing on the new behavior
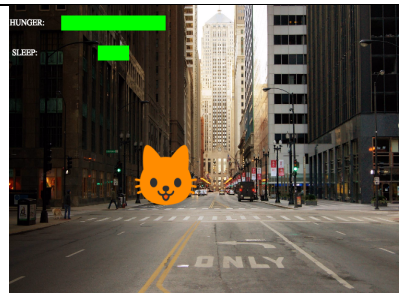
| Sketch A | Sketch B | Sketch C |

What NEW things are changing? Are they independent of existing fields?

Thing	Describe how it changes
Hunger	Increases by 10 if 'f' key is pressed
Sleep	Increases by 5 if 's' key is pressed

What fields do you need to represent the NEW and independent 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	☑	☐