# Animation Extension Worksheet

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

## 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** | **How does it change?** | **Does it change consistently? Independently?** |
|  |  |  |
|  |  |  |

## 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* | ☐ | ☐ |

## Make a sample instance for each sketch from the previous page:

**\_\_\_\_\_\_\_\_\_\_\_\_A** = \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**\_\_\_\_\_\_\_\_\_\_\_\_B** = \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**\_\_\_\_\_\_\_\_\_\_\_\_C** = \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

## Write at least one NEW example for one of the functions on your To-Do list

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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## If you have another function on your To-Do list , write at least one NEW example

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