Variable Map

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| **Name** | **Purpose** | **Type** | **Limitations** |
| Main | It is used to define the loaded image of the background for the menu page. | PImage | This variable can only be used in image related code that pertains to the background of the menu page. |
| backGround | It is used to define the loaded image of the background for the play screen. | PImage | This variable can only be used in image related code that pertains to the background of the play screen. |
| yellowMinion | It is used to define the loaded image of the yellow minion. | PImage | This variable can only be used in image related code that pertains to the yellow minion. |
| purpleMinion | It is used to define the loaded image of the purple minion. | PImage | This variable can only be used in image related code that pertains to the purple minion. |
| bananas | It is used to define the loaded images of the bananas. | PImage | This variable can only be used in image related code that pertains to the bananas. |
| yellowIncrX | This is used to define the increment on the x value of the yellow minion. | Integer | This variable has a range of 0 - 721 for the x value and 0 - 450 for the y value because our canvas size is only 721x450. |
| yellowIncrY | This is used to define the increment on the y value of the yellow minion. | Integer | This variable has a range of 0 - 721 for the x value and 0 - 450 for the y value because our canvas size is only 721x450. |
| purpleIncrX | This is used to define the increment on the x value of the purple minion. | Integer | This variable has a range of 0 - 721 for the x value and 0 - 450 for the y value because our canvas size is only 721x450. |
| purpleIncrY | This is used to define the increment on the y value of the purple minion. | Integer | This variable has a range of 0 - 721 for the x value and 0 - 450 for the y value because our canvas size is only 721x450. |
| xY | This is used to define the x value on the yellow minion. | Integer | This variable has a range of 0 - 721 for the x value and 0 - 450 for the y value because our canvas size is only 721x450. |
| yY | This is used to define the y value of the yellow minion. | Integer | This variable has a range of 0 - 721 for the x value and 0 - 450 for the y value because our canvas size is only 721x450. |
| xP | This is used to define the x value of the purple minion. | Integer | This variable has a range of 0 - 721 for the x value and 0 - 450 for the y value because our canvas size is only 721x450. |
| yP | This is used to define the y value of the purple minion. | Integer | This variable has a range of 0 - 721 for the x value and 0 - 450 for the y value because our canvas size is only 721x450. |
| Instructions | It is used to define the loaded image of the background for the instructions page. | PImage | This variable can only be used in image related code that pertains to the background of the instructions page. |
| sound | This is to define the sound loaded throughout the game(YMCA minion vision song). | Sound File | This variable can only be used in sound related code that pertains to the YMCA minion vision song. |
| page | This is to define the different pages in the code. | Integer | This variable has only 5 values because there is only 5 pages. |