Making Game Images
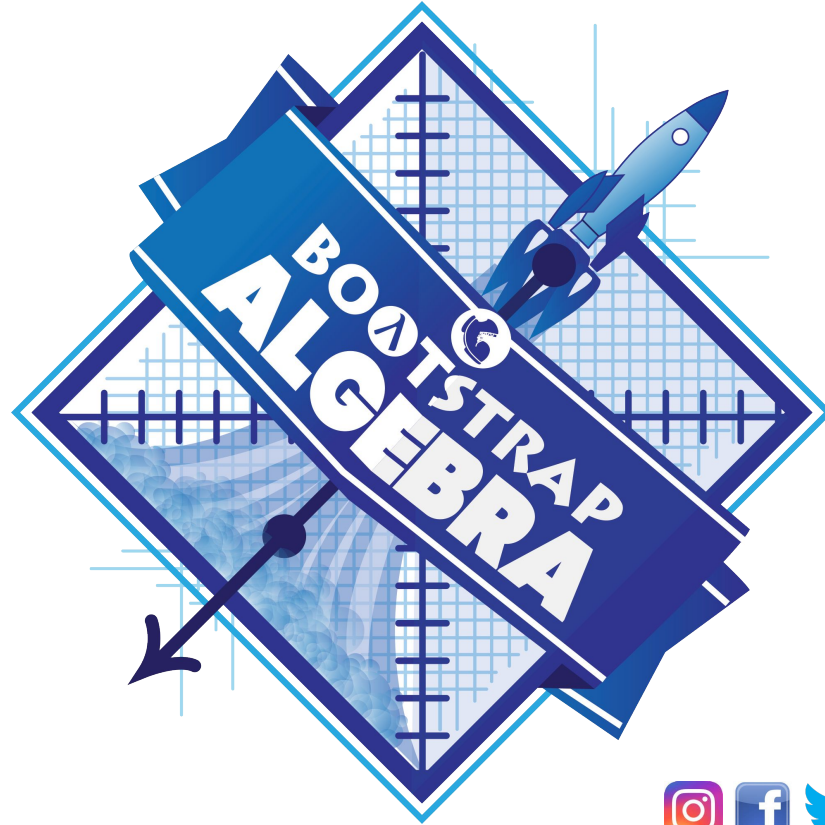
By now you've learned about **defining values**, **composing functions**, and **reading contracts**.

Taken together, that's a lot of code you're now able to understand!

It's time to flex your reading skills, and look at the file you'll be working with to build your video game.

The Game Starter File

1. Read through the Game Template (on the right).

2. This file contains a lot of code! Some of it <u>you haven't seen before.</u>

3. Going line-by-line, talk with your group about what you think each line does.

What **familiar** things did you see?

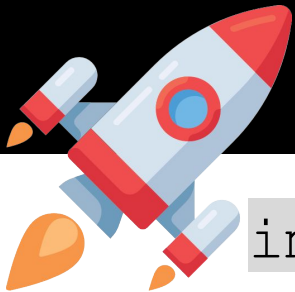What were some **unfamiliar** things? What do you think they do?

What datatype is `GAME-TITLE`? What datatype is `BACKGROUND`?

What does `SCREENSHOT` return in the Interactions area?

What happens when you press "Run"?
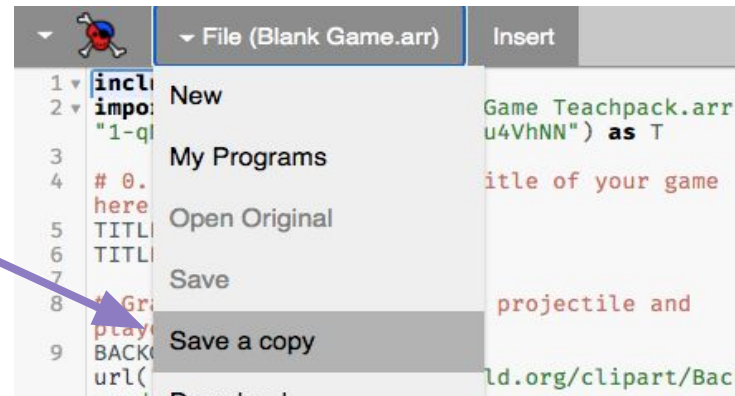
What do you think `image-url` does?

Finding Your Game Images

`image-url :: String  ->  Image`

- This function takes in a <u>web address</u> for an image, and produces the image! (Is it in your contracts page?)

- You can use `rotate, scale`, etc. with this image!

- **Save a copy** to your account

Fair Use

Small portion of original material used.

Commercial value of original is not diminished.

Fair Use

New work is critique, satire, or education.

New work is predominantly original product of user.

Benefit to user is predominantly other than commercial.
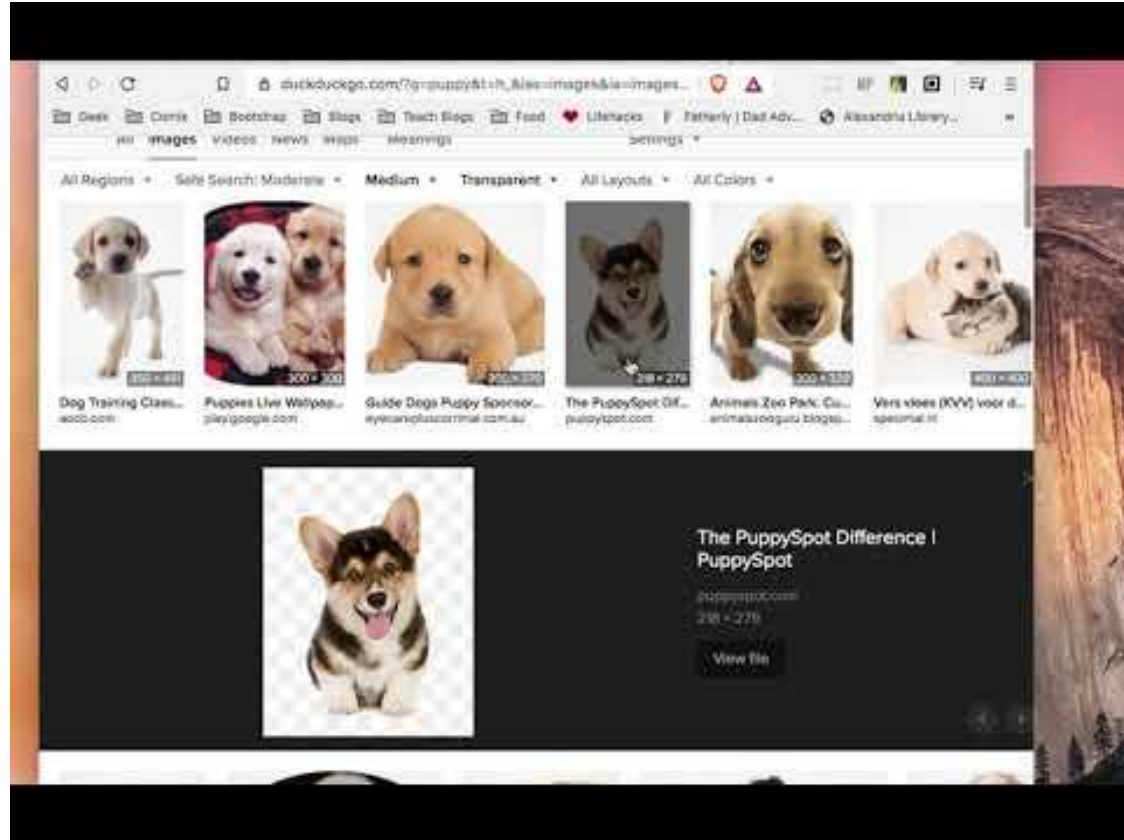
Source: www.resourcesforlife.com

Finding Your Game Images

What happens if you find the **perfect image**….

- But it's too big? Too small?

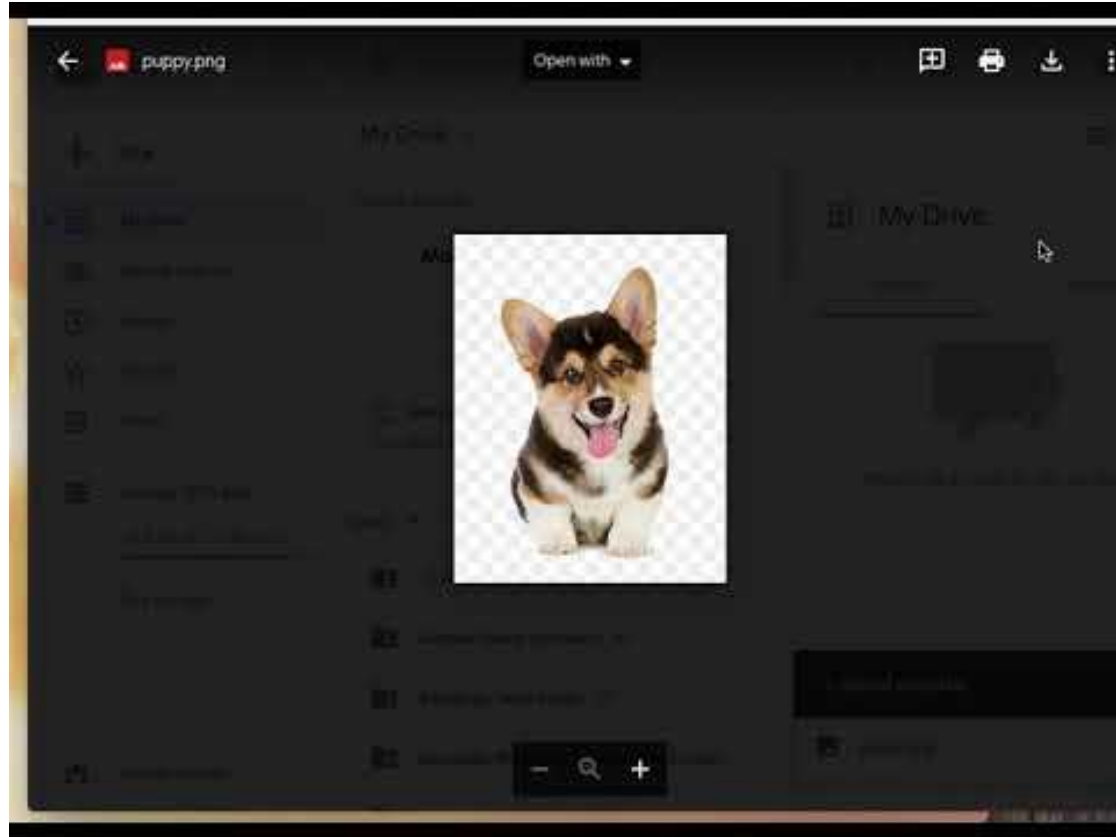- What if it's backwards?

- What if it needs to be rotated?

Find an image you like, making sure it's **transparent**. Then **Save** it using a **good name**.

Finding Your Game Images

Upload to GDrive, and make sure **sharing settings** allow anyone with the link to view

Finding Your Game Images

[Open your game file](#)

Click **Insert > Images**, and **select** an image

It will insert the code to display the image using `image-url`.