



Animations Homework

Question 1

Make an animation of a ball bouncing left to right. This is similar to what we did in class. However, this time the ball should move faster and faster each time it hits a wall. It is up to you how much faster the ball moves and what color and size to use for the ball.

Question 2

Make an animation of a square moving diagonally. You do not need to make it bounce off anything so the square can leave the screen.

Question 3

Make an animation of a ball bouncing from the top to the bottom of the game screen. Then add code to make the animation stop when you press the "S" key on your keyboard and make the animation play when you press the "P" key. Also, the color of the ball should start off as pure black and each time the player presses the "C" key the color of the ball should get brighter and closer to pure white. Once the player hits the "C" key enough times the ball should be pure white. The background needs to be blue. It is up to you how much brighter the ball become each time the "C" key is pressed.