Day One – Photo Mutilation

Day Two – Rectangle Game

The constraint was to use only rectangular elements. I managed to successfully create a game in Processing where every visual and programmatically-generated element is a rectangle. The premise of the game is simple: Shoot the oncoming enemies before they reach the threshold line. When enemies explode, they disperse particles. Collect the particles before they reach the threshold line.

My process for this challenge

* Select constraint: Rectangles
* Select medium: Video game in Processing
* Begin on paper! Draw mockup screenshots and thumbnails
* List required programmatic elements – Objects, variables, methods and classes. In this case, I knew I would need a class for the player, enemies, bullets, and particles.
* This highlights the importance of planning—because every element was a rectangle, the four basic variables **x, y, width**, and **height** could be applied to every object in the game.
* Create GitHub repository
* Define main classes/objects, develop core mechanics
* Refine and debug