// cc by Ayane Anekawa, 2016

[背景]

PImage img;

PImage photo;

float x, y;

[大きさ]

void setup() {

x = 900;

y = 0.0;

img = loadImage("a.jpg");

size(900, 500);

}

void draw() {

image(img, 0, 0);

[家]

//house

beginShape();

fill(131, 45, 28);

vertex(250, 0);

vertex(50, 150);

vertex(450, 150);

endShape(CLOSE);

fill(187, 189, 247);

beginShape();

vertex(80, 150);

vertex(80, 500);

vertex(420, 500);

vertex(420, 150);

endShape(CLOSE);

int a = 150;

int b = 250;

[真ん中のハート]

//heart

noStroke();

noStroke();

fill(247, 7, 120);

arc(b-15, a+30, 32, 30, radians(180), radians(360));

arc(b+15, a+30, 32, 30, radians(180), radians(360));

beginShape();

vertex(b, a+60);

vertex(b-31, a+30);

vertex(b+31, a+30);

endShape(CLOSE);

[左の女の子]

//p1

//head

[輪郭]

//rinnkaku

stroke(0);

fill(255, 195, 116);

ellipse(a, b, 100, 100);

[目]

//eye

fill(0);

ellipse(a-20, b-10, 20, 20);

fill(0);

ellipse(a+20, b-10, 20, 20);

　[まつ毛]

//matsuge

//L

line(a-20, b-13, a-30, b-25);

line(a-20, b-13, a-20, b-25);

line(a-20, b-13, a-10, b-25);

//R

line(a+20, b-13, a+30, b-25);

line(a+20, b-13, a+20, b-25);

line(a+20, b-13, a+10, b-25);

　[鼻]

//nose

beginShape();

fill(255, 195, 116);

vertex(a, b);

vertex(a-5, b+10);

vertex(a+5, b+10);

endShape(CLOSE);

　[口]

//mouse

fill(245, 64, 67);

beginShape();

vertex(a-15, b+26);

vertex(a-5, b+20);

vertex(a, b+23);

vertex(a+5, b+20);

vertex(a+15, b+26);

endShape(CLOSE);

arc(a, b+26, 30, 10, radians(0), radians(180));

line(a-15, b+26, a+15, b+26);

　[ほっぺた]

//chiku

noStroke();

fill(255, 180, 230);

ellipse(a-25, b+10, 15, 10);

ellipse(a+25, b+10, 15, 10);

　[髪の毛]

//hair

fill(134, 83, 41);

arc(a, b-40, 102, 60, radians(180), radians(360));

arc(a+40, b-50, 145, 60, radians(90), radians(180));

arc(a-40, b-50, 25, 80, radians(0), radians(90));

rect(a+40, b-40, 11, 110);

arc(a+40, b+70, 22, 22, radians(0), radians(150));

rect(a-51, b-40, 11, 110);

arc(a-40, b+70, 22, 22, radians(30), radians(180));

stroke(0);

int c = 350;

　[右の男の子]

//p2

//head

　[耳]

//mimi

//R

fill(255, 195, 116);

arc(c-40, b-10, 30, 30, radians(90), radians(270));

//L

fill(255, 195, 116);

arc(c+40, b-10, 30, 30, radians(270), radians(360));

arc(c+40, b-10, 30, 30, radians(0), radians(90));

　[輪郭]

//rinnkaku

fill(255, 195, 116);

ellipse(c, b, 100, 100);

　[目]

//eye

fill(0);

ellipse(c-20, b-10, 20, 20);

fill(0);

ellipse(c+20, b-10, 20, 20);

　[鼻]

//nose

beginShape();

fill(255, 195, 116);

vertex(c, b);

vertex(c-5, b+10);

vertex(c+5, b+10);

endShape(CLOSE);

　[口]

//mouse

fill(245, 64, 67);

beginShape();

vertex(c-15, b+26);

vertex(c-5, b+20);

vertex(c, b+23);

vertex(c+5, b+20);

vertex(c+15, b+26);

endShape(CLOSE);

arc(c, b+26, 30, 10, radians(0), radians(180));

line(c-15, b+26, c+15, b+26);

　[髪の毛]

//hair

noStroke();

beginShape();

fill(52, 32, 14);

vertex(c-35, b-40);

vertex(c-27, b-60);

vertex(c-25, b-45);

vertex(c-17, b-65);

vertex(c-15, b-45);

vertex(c-8, b-70);

vertex(c-5, b-45);

vertex(c, b-70);

vertex(c+5, b-45);

vertex(c+8, b-70);

vertex(c+15, b-45);

vertex(c+17, b-65);

vertex(c+25, b-45);

vertex(c+27, b-60);

vertex(c+35, b-40);

endShape(CLOSE);

fill(52, 32, 14);

arc(c, b-40, 70, 20, radians(0), radians(180));

arc(c, b-40, 70, 20, radians(190), radians(350));

　[動く手の画像]

PImage photo4=loadImage("GUUUU.png");

image(photo4, 400, mouseY, 150, 100);

　[流れてくる喧嘩の画像]

x = x -100;

PImage photo1=loadImage("kenka.png");

image(photo1, x, y, 200, 100);

　[右から流れてくる]

if (x >= width) {

x = photo1.width;

}

　[もしマウスが押されたら右からまた流れる(高さはランダム)]

if (mousePressed ==true)

{

x=width;

y=random(height);

}

　[離婚の画像]

PImage photo2=loadImage("rikon.png");

　[もし家の中に喧嘩が入ったら表示]

if (x<=200) {

image(photo2, -200, -100);

}

}