

<https://github.com/dextergard/CS460-HW1>

Circle

I did the circle first because it seemed simplest. I just set an angle that sounded good and a speed that sounded good and tried running it - to my surprise, it made about one complete rotation in the time I chose, so I stuck with it.

Rectangle

This one was trickier - i had to do a lot of tuning based on the square example to get the angles just right, but I was eventually able to. It took extensive trial and error.

Diamond

I'm quite proud of this one - I used the multiplication and addition syntax on python arrays to make a notation that was quicker to work with than if statements. This made the trial and error faster.

Random

I decided to multiply linear x speed by the inverse of the current time to create a spiral. I like spirals; they remind me of molluscs.