Assignment 5 – Free project

Congratulations to everyone for making it to the end of the first week! We've covered a lot, and now's your chance to have some fun and be creative.

In this assignment, use any of the things we have learned so far in this class to make a program of your choice. Some possibilities include:

- A "choose your own adventure" or fortune-telling game in a ConsoleProgram. You can tell a story and use the player's choices to say what happens, or you can ask the player questions and then make predictions about their future.

- A crazy animation. You could have some kind of animation involving many bouncing balls, or shapes which grow and shrink, or words which appear on the screen.

- Some kind of mouse-based game. You could have a clicking game similar to RandomCircles from the last assignment, or you could have the player have to move the mouse from one side to the other while trying to avoid touching any boxes on the screen, or some kind of reflex-based game where an object appears and the player tries to click it as fast as possible.

- Some kind of keyboard-based game. You could allow the player to move a box around the screen using the W, A, S, D keys on the keyboard, or have letters appear on the screen and have the player have to type them as fast as possible.

- An awesome still image. Draw a picture using GObjects. If you want to practice your recursion, many incredibly complex pictures called *fractals* can be made with only a few lines of code.