NOTE: I was unable to process my image data with the code through Sourcetree. Planning to get help during class on 11/22. Committed files straight from my computer to github.

Skills Inventory:

Shapes
1. line, ellipse, rect, triangle, quad, arc, curve
- draw hallway background
2. fill, stroke, strokeWeight, noFill, noStroke, color
- draw ghosts
3. Modes: CORNER, CORNERS, CENTER, RADIUS
- draw hallway background

System
4. setup(), draw()
- draw background and set canvas size to 400x400
5. background(), random(), noise()
- set background color to black

Loops
16. for loop, while loop
- loop ghosts floating in the background using a for loop
17. A nested loop
- traverse an array for values within the above loop

Functions
24. Pass by reference (objects): declare and use a function that takes an object as an argument
- create an array object that stores background ghost x position values. call the array in a function that draws the ghosts and builds on the array input

Classes/objects
28. Write a class with a constructor function
- call a subclass that draws the ghosts in the main class
29. Use the keyword new to instantiate an object
- create a class that draws the ghosts

Lists
33. Initialize and populate an array
- write an array for ghost movement
34. Initialize and populate an ArrayList
- the above array contains a list of x locations
35. Manage a set of objects with an array or ArrayList
- the ghosts move based on the above values, which are traversed and added to list
36. Use an ArrayList method: size(), get(), remove(), contains()
- use size to traverse the length of the array

NOTE: I was unable to process my image data with the code through Sourcetree. Planning to get help during class on 11/22. Committed files straight from my computer to github.

Vectors
38. Use the PVector class
- regulate ghost movement using pvector
39. Do some basic physics: use position, velocity, and acceleration (due to gravity) vectors
- x location, speed, and distance = velocity of ghosts
40. Find the direction and distance between two points
- use velocity
41. Create a random 2D vector
- the ghost movement vector takes random y location values

Plan: