

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

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## 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:

Milestone 1	
What will I deliver?	
plan ✓	
- pseudocode ✓	
main class	- 1st class (main) ✓
sub class	- background ✓
sub class	- move ghosts ✓
sub class	- draw character ✓
sub class	- move character if have time ✓
Which inventory skills will this demonstrate? List them.	
Shapes	1 1
"	" 2 2
"	" 3 3
System	4 4
"	" 5 5
"	" 6
loops	16 6
"	" 17 7
"	" 18
"	" 19
functions	24 8 9 60
classes	25, 26, 27, 28, 29
You should deliver approx. 10 skills at this milestone	
lists	31, 32
"	" 33 11
"	" 34 12
"	" 35 13
"	" 36 14
vectors	37
"	" 38 15
"	" 39 16
"	" 40 17
"	" 41 18
"	" 42 19

\* written questions, to comment in Milestone 3

milestone 2