Things to try!

In the [Hello World](#):

- Change the text to have your name
- Use a different background color *(See https://www.w3schools.com/colors/colors_names.asp for the possible color names.)*
- Add new text somewhere else on the canvas

In the [Smiley](#) demo:

- Change some colors
- Make the face, eyes, and/or nose bigger
- Add some freckles
- Change the ORDER of some statements *(What happens if the call to draw the face is last?!)*
- Change the sizes/placement of the sample shapes at the bottom

In the [Flower](#) demo:

- Change *only* the `canvasSize` variables.
- Change the flower height or width
- Try adding a bee 1 `flowerWidth` to the right of the top of the flower stem
  - *This is abstract art, the "bee" can be a simple circle or oval. ;)*
  - The top of the flower stem has variables for its X & Y coordinates: `stemTopX` and `stemTopY`

Implement the heart example

- Start with the diagram from the [Getting Started](#) page
- Draw out the layout in your notebook
- What shapes do you need?
- What are their coordinates/sizes?
- *[See a solution here](#)*

Design your own project!

Feel free to ask us for help at any point along the way!

Planning

1. Sketch out your vision on graph paper
2. Identify the major sub-shapes & colors
3. Label with coordinates (or with the math you want the computer to do to figure out the coordinates)

Implementation

1. Create a new p5.js sketch project
2. Set the canvas size in `setup()`
3. Set the background color in `draw()`
4. Start writing the code to draw the shapes you need.