var closed;

var creatureColor =("green");

function setup() {

createCanvas(400,400);

closed = true;

}

function draw() {

background ("blue");

hill(-70,405,300,380);

hill(50,395,500,450);

hill(0,400,400,300);

//creature movement

translate(mouseX-200,mouseY-200);

outerears(160, 100, 180, 20, 200, 100); //left ear

outerears(200, 100, 220, 20, 240, 100);

innerears(165, 100, 180, 35, 195, 100); //inner left ear

innerears(205, 100, 220, 35, 235, 100);

head(200, 100, 80);

if (closed == true) {

closedeye(200, 95, 55);

} else {

whiteeye(200, 95, 55);

blueeye(200, 100, 40);

blackeye(200, 100, 20);

}

arms(45, 200, 50, 217, 190, 190, 178, 175); //leftarm

arms(355, 200, 350, 217, 210, 190, 222, 175);

legs(140, 260, 20, 100); //leftleg

legs(240, 260, 20, 100);

torso(200, 220, 190);

mouth(200, 220, 100, 100, 0, PI, OPEN);

teeth(170, 220, 175, 230, 180, 220);

teeth(220, 220, 225, 230, 230, 220);

feet(100, 360, 160, 340, 160, 360); //leftfoot

feet(300, 360, 240, 340, 240, 360);

//textSize(32);

//text("+++"+closed, 50,50);

// if (mouseIsPressed) {

// if (mouseButton == RIGHT, mouse == 0,mouse++)

// closedeye(200, 95, 55);

// else

// whiteeye(200, 95, 55);

// blueeye(200, 100, 40);

// blackeye(200, 100, 20);

// }

// mouseClicked()

}

function keyPressed() {

if (keyCode === ENTER) {

creatureColor = color(random(256),random(256),random(256));

}

}

function mousePressed() {

//closedeye(200, 95, 55);

/\* if (closed == false) {

closedeye(200, 95, 55);

closed = true;

} else {

whiteeye(200, 95, 55);

blueeye(200, 100, 40);

blackeye(200, 100, 20);

} \*/

}

function hill(x,y,w,h) {

stroke(0);

fill(color(0,255,150));

arc(x+(w/2), y, w, h, PI, 0, PIE);

}

// function cloud ()

function outerears(x1,y1,x2,y2,x3,y3) {

stroke(creatureColor);

fill(creatureColor);

triangle(x1,y1,x2,y2,x3,y3);

}

function innerears(x1,y1,x2,y2,x3,y3) {

stroke(255,236,185);

fill(255,236,185);

triangle(x1,y1,x2,y2,x3,y3);

}

function head(x,y,z) {

stroke(creatureColor);

fill(creatureColor);

ellipse(x, y, z);

}

function closedeye(x,y,z) {

stroke(0,0,0);

fill(0,0,0);

ellipse(x,y,z);

}

function whiteeye(x,y,z) {

stroke(0,0,0);

fill(255,255,255);

ellipse(x,y,z);

}

function blueeye(x,y,z) {

stroke(99,191,255);

fill(99,191,255);

ellipse(x,y,z);

}

function blackeye(x,y,z) {

stroke(0,0,0);

fill(0,0,0);

ellipse(x,y,z);

}

function arms(a,b,c,d,e,f,g,h) {

stroke(creatureColor);

fill(creatureColor);

quad(a,b,c,d,e,f,g,h);

}

function legs(a,b,c,d) {

stroke(creatureColor);

fill(creatureColor);

rect(a, b, c, d);

}

function torso(a,b,c) {

ellipse(a, b, c);

}

function mouth(a,b,c,d,e,f,g) {

stroke(0,0,0)

fill(0,0,0);

arc(a,b,c,d,e,f,g);

}

function teeth (x1,y1,x2,y2,x3,y3) {

stroke(255, 255, 255);

fill(255, 255, 255);

triangle(x1,y1,x2,y2,x3,y3);

}

function feet (x1,y1,x2,y2,x3,y3) {

stroke(creatureColor);

fill(creatureColor);

triangle(x1,y1,x2,y2,x3,y3);

}