Azuré Brown

mySketch

```
1   //BubblePop
2   float x = random(40, 560);
3   float y = -40;
4   float x2 = random(40, 560);
5   float y2 = -140;
6   float x3 = random(40, 560);
7   float y3 = -240;
8   float X = random(40, 560);
9   float Xy = -1000;
10  float fx = random(40, 560);
11  float fy = random(-6000, -10000);
12  int f = 0;
13  float fs = 0;
14  float kx = 300;
15  float ky = 390;
16  float kspeed = 10;
17  float speed = 1;
18  float strt = 0;
19  float a = 0.001;
20  int point = 0;
21
22  void setup() {
23    size(600, 400);
24    smooth();
25    textSize(38);
26  }
27
28  void draw() {
29    if (mousePressed) {
30      strt = 1;
31      point = 0;
32    }
33    if (strt == 1) {
34    background(0);
35    stroke(255, 0, 0);
36    fill(255, 0, 0);
37    ellipse(X, Xy, 80, 80);
38    stroke(255, 255, 0);
39    fill(255, 255, 0);
40    ellipse(fx, fy, 80, 80);
41    if (f == 1) {
42    } else {
43    stroke(255);
44    fill(255);
45    }
46    triangle(kx, ky - 90, kx + 10, ky, kx - 10, ky);
47    ellipse(x, y, 80, 80);
48    ellipse(x2, y2, 80, 80);
49    ellipse(x3, y3, 80, 80);
50    if ((Xy >= ky-130) && (Xy <= ky + 40) && (kx-30 < X) && (X < kx+30)) {
51      strt = 0;
52      ky = 390;
53    }
54    if ((fy >= ky-130) && (fy <= ky + 40) && (kx-30 < fx) && (fx < kx+30)) {
55      f = 1;
56      fy = random(-6000, -10000);
57      fs = point;
58    }
59    if (fy >= 440) {
60      fy = random(-6000, -10000);
61    }
62    if (point == fs + 10) {
63      f = 0;
64      fs = 0;
65    }
66    if ((y >= ky-130) && (y <= ky + 40) && (kx-30 < x) && (x < kx+30)) {
67      x = random(40, 560);
68      y = -40;
69      point++;
70    }
71    if ((y2 >= ky-130) && (y2 <= ky + 40) && (kx-30 < x2) && (x2 < kx+30)) {
72      x2 = random(40, 560);
73      y2 = -140;
74      point++;
75    }
76    if ((y3 >= ky-130) && (y3 <= ky + 40) && (kx-30 < x3) && (x3 < kx+30)) {
77      x3 = random(40, 560);
78      y3 = -240;
79      point++;
80    }
81    if (Xy > 440) {
82      Xy = -1000;
83    }
84    if (f == 0) {
85      ky = 390;
86    }
87    y += speed;
88    y2 += speed;
89    y3 += speed;
90    Xy += speed;
91    fy += speed*2;
92    speed += a;
93    if ((y > 440) || (y2 > 440) || (y3 > 440)) {
94      strt = 0;
95    }
96    } else {
97      background(255);
98      stroke(255);
99      fill(0);
100     text("PRESS TO START", 140, 210);
101     triangle(kx, 300, kx + 10, 390, kx - 10, 390);
102     y = -40;
103     y2 = -140;
104     y3 = -240;
105     Xy = -1000;
106     speed = 1;
107     kspeed = 10;
108     f = 0;
109   }
110   if (keyPressed && (key == CODED)) {
111     if (keyCode == RIGHT) {
112       kx += kspeed;
113     }
114     if (keyCode == LEFT) {
115       kx -= kspeed;
116     }
117     if ((keyCode == UP) && (f == 1)) {
118       ky -= kspeed;
119     }
120     if ((keyCode == DOWN) && (f == 1)) {
121       ky += kspeed;
122     }
123   }
124   if (kx < 20) {
125     kx = 20;
126   }
127   if (kx > 580) {
128     kx = 580;
129   }
130   if (ky < 100) {
131     ky = 100;
132   }
133   if (ky > 390) {
134     kx = 390;
135   }
136   text("BUBBLE POP          Points:", 20, 60);
137   text(point, 520, 60);
138
139 }
```

SKETCH FILES EDITOR

MODE P5js HTML/CSS/JS Pjs

Processingjs is deprecated. Learn more (https://intercom.help/openprocessing/en/articles/3250763-processingjs-deprecation-notice)

Select mode or a template

SHOWCASE SKETCH

Centers sketch and matches the background color.

LOOP PROTECTION