

# Azure' Brown

mySketch

```
1 //BubblePop
2 float x = random(40, 560); //variable x for first bubble x position
3 float y = -40; //variable y for first bubble's y position
4 float x2 = random(40, 560); //variable x2 for second bubble x position
5 float y2 = -140; //variable y2 for second bubble's y position
6 float x3 = random(40, 560); //variable x3 for 3rd bubble x position
7 float y3 = -240; //variable y3 for 3rd bubble's y position
8 float X = random(40, 560); //variable X for first bubble's position
9 float Y = -1000; //variable Y for first bubble's y position
10 float fx = random(40, 560); //variable fx for bubble x position
11 float fy = random(-6000, -10000); //variable fy for? bubble's y position
12 int f = 0; //variable holds true value as 0
13 float fs = 0; //variable fs scaling position
14 float kx = 300; //variable kx scaling position
15 float ky = 390; //variable ky scaling position
16 float kspeed = 10; //variable kspeed for bubble speed
17 float speed = 1; //variable speed for bubble speed
18 float strt = 0; //start game variable
19 float a = 0.001; //increase of speed
20 int point = 0; //track score variable
21
22 void setup() { //sets up initial environment and properties that return no value
23   size(600, 400); //canvas size
24   smooth(); //gives all geometry anti-aliased edges
25   textSize(38); //sets all text to 38 pixels
26 }
27
28 void draw() { //executes line of code without returning values
29   if (mousePressed) { //if the mouse is clicked
30     strt = 1; //setting numerical values to be used when mouse is clicked or not
31     point = 0;
32   }
33   if (strt == 1) { //if 1 is received
34     background(0); //background color is black
35     stroke(255, 0, 0); //Red stroke
36     fill(255, 0, 0); //fill to red
37     ellipse(X, Y, 80, 80); //circle of 80 pixels at the coordinates x & y coordinate.
38     stroke(255, 255, 0); //yellow outline
39     fill(255, 255, 0); //yellow fill
40     ellipse(fx, fy, 80, 80); //another circle at x & y coordinates for 3rd
41   if (f == 1) { //if f receives a 1 value (clicked?)
42   } else {
43     stroke(255);
44     fill(255);
45   }
46   triangle(kx, ky - 90, kx + 10, ky, kx - 10, ky); //draw triangle?
47   ellipse(x, y, 80, 80);
48   ellipse(x2, y2, 80, 80);
49   ellipse(x3, y3, 80, 80); //draw more bubbles
50   if ((Yy >= ky-130) && (Yy <= ky + 40) && (kx-30 < X) && (X < kx+30)) {
51     strt = 0; //if bubble gets past certain points, it is 0. For example, game restarts
52     ky = 390;
53   }
54   if ((fy >= ky-130) && (fy <= ky + 40) && (kx-30 < fx) && (fx < kx+30)) {
55     f = 1; //score & game will change
56     fy = random(-6000, -10000); //randomly restart
57     fs = point;
58   }
59   if (fy >= 440) {
60     fy = random(-6000, -10000);
61   }
62   if (point == fs + 10) {
63     f = 0; //f turns off in score ten points
64     fs = 0;
65   }
66   if ((y >= ky-130) && (y <= ky + 40) && (kx-30 < x) && (x < kx+30)) {
67     x = random(40, 560); //moves 1 bubble score
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; //checks if second bubble hits paddle
74     point++; //and gains point
75   }
76   if ((y3 >= ky-130) && (y3 <= ky + 40) && (kx-30 < x3) && (x3 < kx+30)) {
77     x3 = random(40, 560);
78     y3 = -240; //checks if third bubble hits paddle
79     point++; //gains point
80   }
81   if (Xy > 440) { //moves Xy bubble down
82     Yy = -1000;
83   }
84   if (f == 0) { //moves f bubble do
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; //resets values and speed
104    y3 = -240;
105    Xy = -1000;
106    speed = 1;
107    kspeed = 10;
108    f = 0;
109  }
110  if (keyPressed && (key == CODED)) { //key board
111    if (keyCode == RIGHT) { //presses
112      kx += kspeed;
113    }
114    if (keyCode == LEFT) { //but i'm not sure what key is
115      kx -= kspeed;
116    }
117    if ((keyCode == UP) && (f == 1)) { //being
118      ky -= kspeed; //pressed
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    ky = 390;
135  }
136  text("BUBBLE POP", 140, 60);
137  text(point, 520, 60);
138
139 }
```

SKETCH FILES EDITOR

MODE

Processing

HTML/CSS/JS

PJS

Processing is deprecated. Learn more  
(https://intercom.help/openprocessing/en/article/s/3250763-processing-deprecation-notice)  
Select mode or a template

SHOWCASE SKETCH

Centers sketch and matches the background color.

LOOP PROTECTION

Join Plus+ (/membership/) for private sketches, version history, 1GB space, custom embeds, and more!