



## S029: Adding Animation to the Game

Definitions/Concepts	
<b>loadImage()</b>	<p>loadImage() is used to load images in a variable. Once the variable has the image, it can be added on to any sprite object.</p> <pre>var image_var_name = loadImage("file_name.png"); swampImage = loadImage("images/swampImg.png");</pre>
<b>addImage()</b>	<p>addImage() is to add the image on to a sprite object.</p> <pre>sprite_name.addImage("image_var_name"); swamp.addImage(swampImage);</pre>
<b>scale property</b>	<p>Syntax:-</p> <pre>spritename.scale =value;</pre> <ul style="list-style-type: none"><li>• value can be less than 1 which will reduce the size of the sprite object.</li><li>• value can be greater than 1 which will increase the size of the sprite object.</li><li>• value can be equal to 1 which makes no difference in the size of the sprite object.</li></ul>

## Activity links and Solutions

### [Student Activity 1](#): Add Images

#### Load the images:-

loadImage() is to load the image in variable.

```
function preload(){  
  wormImage = loadImage("images/worm.png");  
  swampImage = loadImage("images/swampImg.png");  
  playerImage = loadImage("images/frog.png");  
}
```

#### Add the images:-

addImage() is to add the image on to a sprite object.



```
function setup() {  
  createCanvas(600,600);  
  
  swamp = createSprite(300,300);  
  swamp.scale=2.5;  
  swamp.addImage(swampImage);  
  
  player = createSprite(40,550,30,30);  
  player.addImage(playerImage);  
  player.scale=0.4;  
  wormGroup= new Group();  
}
```

Randomising the location of worms:-

For choosing a random value for the location,

**random(lower-limit,higher-limit)**

x and y position of the worm is chosen randomly.

Size of the worm is chosen randomly by random()

Image is also added for the worm.

```
var worm = createSprite(random(40,380),random(290,380),40,5);  
worm.scale =random(0.1,0.3);  
worm.addImage(wormImage);
```

Output:-



## FunFacts

**The original Xbox contained edited sound bites from actual transmissions from the Apollo missions.**  
**If you left the Xbox on the home screen, eventually you'll hear whispers of conversation – actual chatter from the Apollo mission.**