# Creating the program

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Do Now:

Complete the google form

-

10 minutes

Finish up your prototype, if you have not so already!

With your partner, decide who's prototype to proceed with.

Take a look at your prototype, make a decision on which one you want to move forward with

## Mild, Medium, Spicy

Mild: Make sure to fill out the planning document on the next slide before moving forward. Note the differences of requirements.

Teacher Note: Students who are choosing the mild version will be supplied with extra resources including small group instruction, example code, and video resources with translation for self paced learning.

# Mild Important Information 1:

My Topic:

Sketch of App

Interactive Element (Pick 1) Timer:

Important Information 2:

Important Information 3:

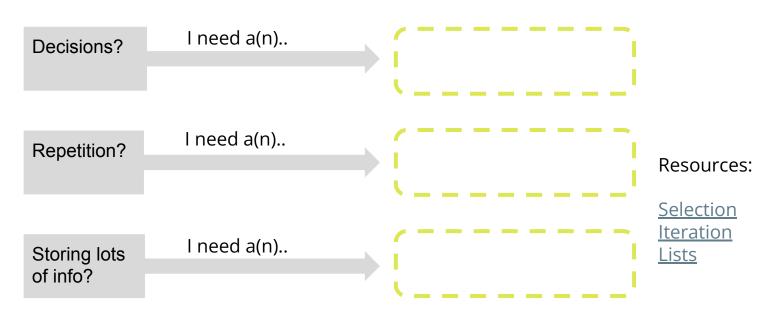
Mouse:

#### Mild

Name of function:

Purpose of Function:

Let's figure out components of our code...



The list below lays out the minimum requirements of your program. Feel free to go big and add even more!!

#### Your program:

- must use JavaScript Graphics to tell a story or give information about an important topic
- must allow the user to interact with your project with their mouse
- must use at least one timer
- must break down the program into multiple functions

Reminder of how timers are used

SetTimer(name of function you want to run, amount of speed you want it to run)

stopTimer(name of function you want to stop)

```
function start(){
    setTimer(draw, 50);
    mouseClickMethod(onClickMethod);
function draw(){
println("Hey friend");
function onClickMethod(e){
    print("Bye");
    stopTimer(draw);
```