

```
/*
```

The Game Project

```
*/
```

```
var floorPos_y;
```

```
var gameChar_x;
```

```
var gameChar_y;
```

```
var treePos_x;
```

```
var treePos_y;
```

```
var canyonPos_x;
```

```
var canyonPos_y;
```

```
var collectable;
```

```
var mountain;
```

```
var cloud;
```

```
function setup()
```

```
{  
  createCanvas(1024, 576);  
  
  floorPos_y = 432; //NB. we are now using a variable for the floor position  
  
  //NB. We are now using the built in variables height and width  
  gameChar_x = width/2;  
  gameChar_y = floorPos_y;  
  
  treePos_x = width/2;  
  treePos_y = height/2;  
  
  canyonPos_x = gameChar_x// Initialize the 'canyon' object  
} canyonPos_y = 432// Initialize the 'c'  
  
function draw()  
{  
  background(100, 155, 255); //fill the sky blue  
  
  noStroke();  
  fill(0, 155, 0);  
  rect(0, floorPos_y, height, width - floorPos_y); //draw some green ground  
  
  //canyon  
  fill(139,69,19);  
  rect(0,canyonPos_y, 180,144);
```

```
//water

fill(30,144,255);

rect(50,canyonPos_y,60,144);


//draw mountains

fill(205,133,63);

triangle(340,canyonPos_y,260,180,180,canyonPos_y);

triangle(400,canyonPos_y,320,220,250,canyonPos_y);


//draw cloud 1

fill(255,255,255);

ellipse(200,150,80,80);

ellipse(160,150,60,60);

ellipse(240,150,60,60);

//draw cloud 2

fill(255,255,255);

ellipse(150,150,80,80);

ellipse(110,150,60,60);

ellipse(190,150,60,60);

//draw cloud 3

fill(255,255,255);

ellipse(400,50,90,90);

ellipse(360,50,70,70);

ellipse(440,50,70,70);
```

```

//5. a collectable token - eg. a jewel, fruit, coins

//... add your code here

//fill(192, 192, 192);

//stroke(0);

//ellipse(400,canyonPos_y - 10,20,20);

//ellipse(400,canyonPos_y - 20,5,10);


//inside collectable

fill(0);

ellipse(400,canyonPos_y - 10,15,5);

ellipse(400,canyonPos_y - 10,5,15);


//3. a tree

fill(160,82,45);

rect(treePos_x + 4,treePos_y + 144,60,-150);


//Branches; add your code here

fill(0,100,0);

triangle(treePos_x - 75,treePos_y,treePos_x + 43,100,650,treePos_y);

//triangle(850,421,930,132,1010,421);

triangle(treePos_x - 75,treePos_y + 40,treePos_x + 43,100,650,treePos_y + 40);


fill(192, 192, 192);

stroke(0);

```

```
ellipse(400,canyonPos_y - 10,20,20);

    ellipse(400,canyonPos_y - 20,5,10);


//inside collectable

fill(0);

ellipse(400,canyonPos_y - 10,15,5);

ellipse(400,canyonPos_y - 10,5,15);


//Standing, facing frontwards

fill(255, 128, 0);

ellipse(gameChar_x, gameChar_y - 40, 20,20);


//eyes

fill(0);

ellipse(gameChar_x - 5, gameChar_y - 42, 3,3);

ellipse(gameChar_x + 5, gameChar_y - 42, 3,3);


//mouth

fill(255,255,255);

rect(gameChar_x - 3, gameChar_y - 34,6,1);


//nose

fill(0);

ellipse(gameChar_x, gameChar_y - 37.5, 2,3);
```

```
//body, hands and legs
```

```
fill(32, 32, 32);
```

```
rect(gameChar_x -6, gameChar_y -30, 12,20);
```

```
rect(gameChar_x - 6, gameChar_y -12, 4,10);
```

```
rect(gameChar_x + 2, gameChar_y -12, 4,10);
```

```
rect(gameChar_x - 11, gameChar_y - 30, 4,11);
```

```
rect(gameChar_x + 7, gameChar_y - 30, 4,11);
```

```
//feets
```

```
fill(255, 128, 0);
```

```
ellipse(gameChar_x -4, gameChar_y -2, 5,5);
```

```
ellipse(gameChar_x +4, gameChar_y -2, 5,5);
```

```
ellipse(gameChar_x +9, gameChar_y -18, 5,5);
```

```
ellipse(gameChar_x -9, gameChar_y -18, 5,5);
```

```
}
```

```
function mousePressed()
```

```
{
```

```
gameChar_x = mouseX;
```

```
gameChar_y = mouseY;
```

```
}
```

