Creating a SeaCreature Object

Create a SeaCreature class.  Your SeaCreature class should be named YourNameSeaCreature (eg mine would be named DarbyThompsonSeaCreature).

Your sea creature should be able to display itself and swim.  Think about what properties it will need to have.  Its swim movement should not be the same as a bouncing ball motion - it should swim/crawl/wave across the screen and once it goes off the end come back again from the other side (or something similar).  Focus first on functionality then on looks.

If you finish early, try to get your sea creature to swim in a sine wave pattern (hint you may need to look up the function names for sin or cosine on the processing website).