



Pixel Paper - 800 x 600
Graph Paper for Screen Coordinates



Pixel Paper - 800 x 600
Graph Paper for Screen Coordinates



Pixel Paper - 800 x
Graph Paper for Screen Coordin

Make a scene of a yard

↳ house, fence, bushes, dog house, clouds
(sky and grass)

-make dog "dig" on the marked spot
(for interactivity)

-maybe make dog bark when a button is pressed

I could use arrays to make the fence

-maybe bushes and clouds too?

See if I can make the dog move with the mouse. If not, movement with keys should be easier.

Had to adjust a bunch of the shapes I mapped out on the grid paper.

I found the 'X' to be a bit big so I shrank it down a bit.

Altered parts of the dog as well.

Took some trial and error getting the mouse cursor in the center of the dog.

Figured out I had to build out from the center of the body, adding and subtracting x and y values for the other body parts based on the center point.

Referenced in class activities to make the for loops.

When the 'X' is clicked → call the 'hole'
function + show the 'bone' function
- always hidden unless clicked on