**Digital Coloring Book**

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| Image result for adult coloring book | Image result for adult coloring book | Image result for adult coloring book |

For 180 points, create one page of a Digital Coloring Book and answer the questions on page 2 and 3.

**Your Task**: Create a design using Turtle programming commands that would be a good fit for a coloring book. The design can be abstract and wacky and crazy, or it you can try to create a recognizable image (like an animal or some text to color in). There aren’t any restrictions in terms of what your drawing looks like, but **it should be complex enough that it would take several colors to shade it in.** You are only creating one page of the coloring book – as a class, we will combine our designs to make the whole book.

Speaking of colors: your design ***must be black and white*** so it can be colored in when it is printed. Feel free to Google around for inspiration.

**The Goal:** This task is intended to give you the freedom to create whatever kind of design you want, which will hopefully lead to some complex ideas **requiring you to use functions to organize your code**. When I score this assignment, I will be looking for how you use functions to organize and simplify your code. I do *not* want to see every single command written out line-by-line without any bigger organizational structure to your program.

**Scoring**: Your program must:

* Be complex enough to require several colors to fill it in.
* Make use of top-down design by using functions to organize your code and group together low-level commands into high-level functions that describe what these particular code chunks do.
* Follow the guidelines in the attached rubric
* Answer the questions about the process of creating your program

# Part 1: The Rubric

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| **Requirement** | **Yes or No?** |
| **Your design creates at least 7 distinct areas that can be colored in once it’s printed** |  |
| **Your design is large enough to take up most of the drawing space** |  |
| **Your code is organized into at least 3 functions - it is easy to tell which section of your code is creating which piece of the drawing** |  |
| **Your program includes at least one function that is used *more than once* to create a repeated part of the design.** |  |
| **Your code uses comments and meaningful function names to help make your code easier to read and understand** |  |
| **[[If desired]] Your code uses *randomness* to generate a slightly different design every time the code is run** |  |
| **[[If desired]] Your code has a function *with a parameter* that is called *with different values* to help produce variations in your design** |  |
| **[[If desired]] Your code uses *loops* for parts of your design that are repeated or generative.** |  |

# Part 2: Questions About Your Code & Design!

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| **Take a screenshot of your completed drawing and submit it with your code** |
|  |
| **Write 2-3 sentences describing what this design is meant to represent / what it looks like. What were you trying to create? Is it meant to be something specific, or something generic or abstract?** |
| **My Answer:** |

# Part 3: Project Reflection

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| **1) What was your favorite part of this project / what are you most proud of?** |
| **My Answer:** |
| **2) If someone asked you “what did you learn by making this project?”, how would you answer them?** Write 2-3 sentences describing any new *coding* you learned or any new *strategies* you learned to help make you a better coder. |
| **My Answer:** |
| **3) While you were working on the project: what is something you think you did really well that you hope to do again the next time we have a big project?** |
| **My Answer:** |
| **4) While you were working on your project: what is something you’d like to improve on for next time?** |
| **My Answer:** |

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