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IGME 102, S1-S3

**Assignment:**  
Project 3 – Sprites World

**Description:**

This program displays a scene with 10 uniquely textured sprites who can be interacted with. They move on a custom-coded background and cycle through 2 images in the “running” state. A third image is displayed when sitting.

**User responsibilities:**

The user may name a dog using the input text box, and they may click on a dog to permanently sit it down.

**Caveats or Known Issues:**

* The program takes a couple of seconds to load initially
* If clicking on a dog to make it sit down, try to avoid a large group of dogs because the boundaries may overlap and trigger multiple dogs.

**Notes:**

Original photos downloaded from copyright free image galleries, edited in Photoshop

Running images: Images by [Vilve Roosioks](https://pixabay.com/users/pohjakroon-165862/?utm_source=link-attribution&utm_medium=referral&utm_campaign=image&utm_content=707063) from [Pixabay](https://pixabay.com/?utm_source=link-attribution&utm_medium=referral&utm_campaign=image&utm_content=707063)

Sitting photo: Photo by [vitamina poleznova](https://unsplash.com/@poleznova?utm_source=unsplash&utm_medium=referral&utm_content=creditCopyText) on [Unsplash](https://unsplash.com/s/photos/shepherd-sitting?utm_source=unsplash&utm_medium=referral&utm_content=creditCopyText)