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IGME 102, S1-S3

Assignment:

Project 1 – Menagerie

Description:

A menagerie of 15 creatures is generated, and the type of creature is chosen randomly. The user can interact with the menagerie by clicking on a creature, which then replaces it with another one.

User responsibilities:

The user can click on a creature to replace it. The user can also click anywhere on the canvas to display a hook shape under their cursor.

Caveats or Known Issues:

* When the butterfly wings approach the smallest size, there is a small visual glitch with the rounded edges of the ellipse
* The boundaries of each creature are not pixel-precise, but they do work as intended.

Notes:

I included console.log statements that tell the user what creature is being replaced, and what the original creature is being replaced with. These are especially helpful if the original creature is replaced with something that looks very similar.