# RMP 1. Project Brief 1

Working separately, write a Processing sketch that does the following:

- Draws one face and 20 random sized, colored and positioned circles on the screen. No circle should have a width of less than 10 pixels or greater than 50 pixels.
- The face should be "modeled" using a class, that is, you must write a Face class and create a Face object.
- The 20 circles must be stored in an array and if you wish you can use a Circle class to model them (but it's not compulsory)
- The face should follow the mouse pointer around the screen.
- All circles can be moved (as a group) using the up/down/left/right arrow keys.

Marking structure:

| Item | Mark |
|---|---|
| Code neatly indented and commented. | 10% |
| Face modeled using a class and displayable on screen. | 20% |
| Face following mouse pointer. | 20% |
| 20 randomized circles displayable on screen. | 10% |
| Circles movable using arrow keys. | 10% |
| Innovative and creative code. | 30% |

Due Date: Wednesday the 5th of October @ 5:00pm (week 5).

Code to be **continuously** submitted up to your Github repository and also submitted to Moodle.