

SAVE THE WORLD FROM GLOBAL WARMING!



PROCESS
JENNA REYNOLDS

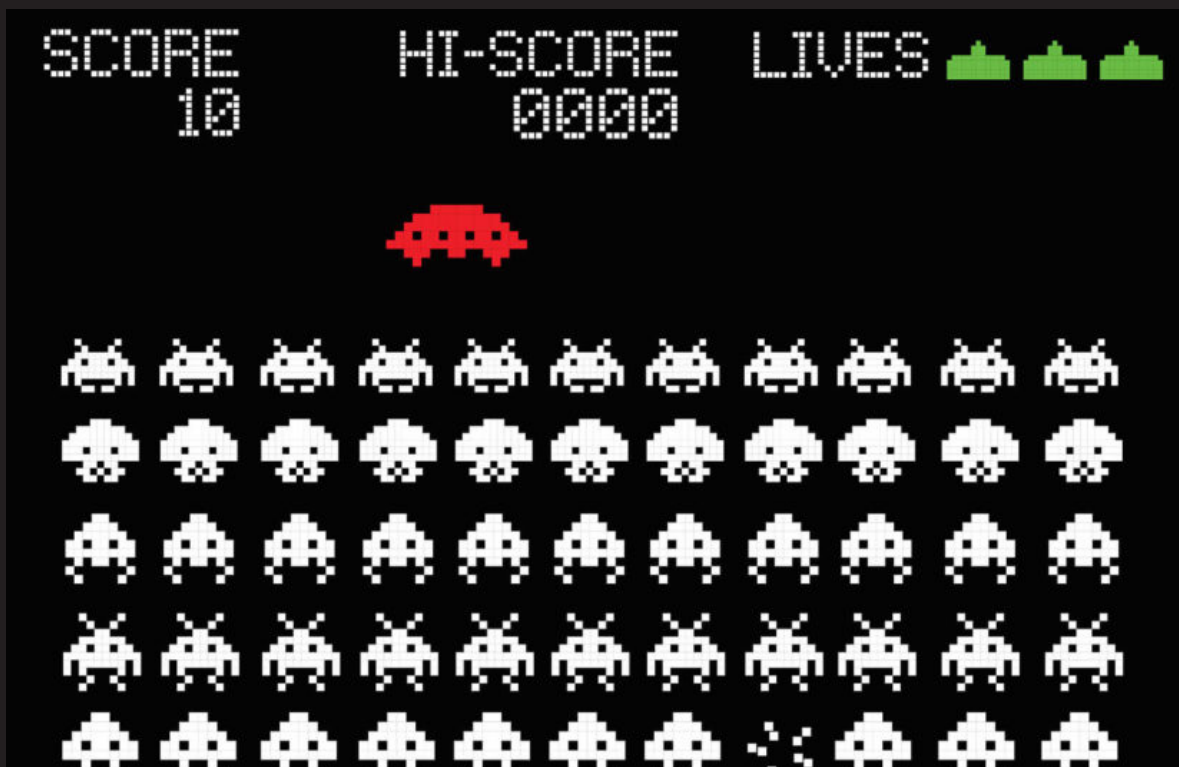
ABOUT

With the current state of the global climate, certain species, and even the human race will *struggle to survive* in the projected future if changes are not made.

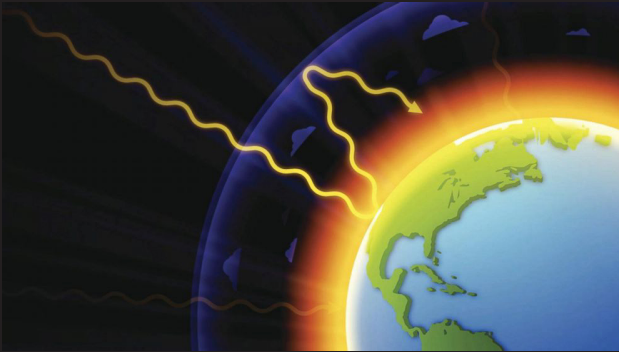
More *extreme weather* conditions are happening. *Droughts* are increasing, which are in turn, increasing the number of *wildfires*.

The arctic will most likely lose all of its ice in the summer by the middle of this century. This will affect *polar bears* and leave them with no place to live.

INSPIRATION/MOODBOARD

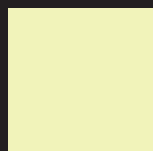


INSPIRATION/MOODBOARD



COLOR SCHEME

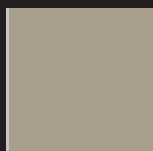
LEVEL 1



#f2f2b8



#ddc36f



#aa9d8d



#877863



#605240



#f16268



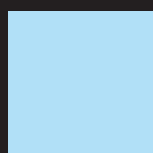
#ebd6b8



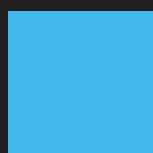
#ffd274



#fcb116



#b1e0f8



#43b8ea



#dc1f26

LEVEL 2



#ddc36f



#c29e4f



#a7863f



#876e3a



#dc1f26

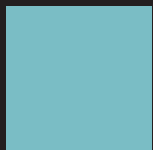
LEVEL 3



#93c4c9



#0084a1



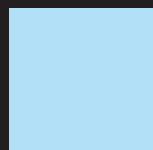
#7cbdc5



#0361ab



#9dd8d7

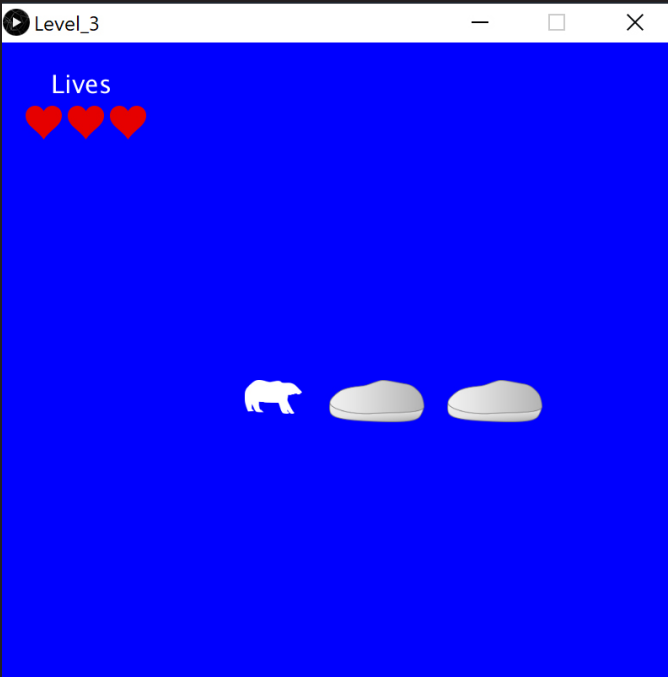
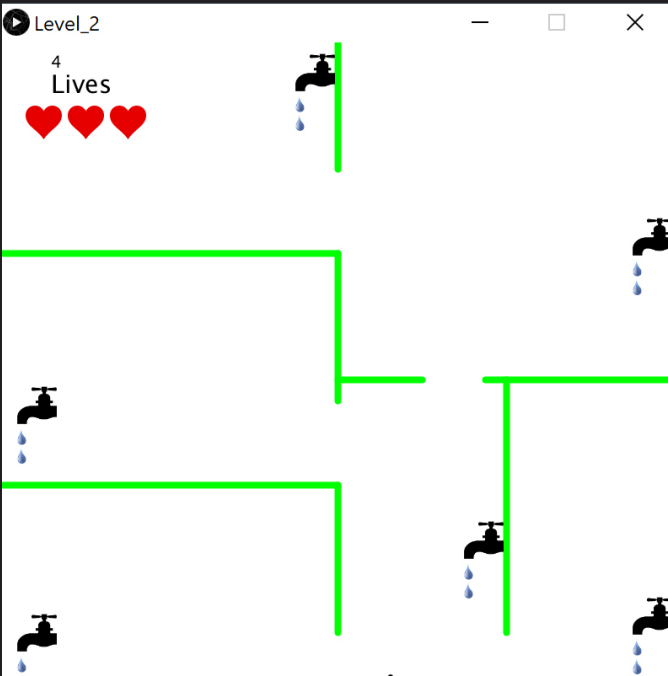
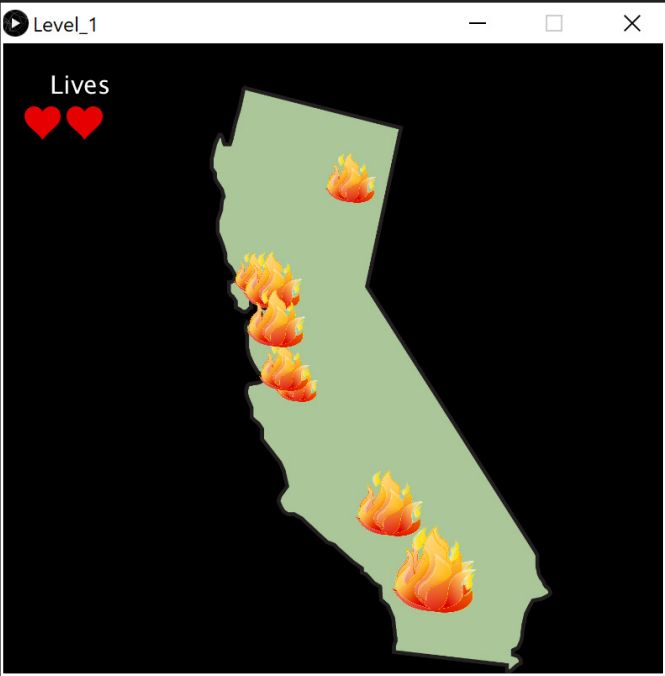


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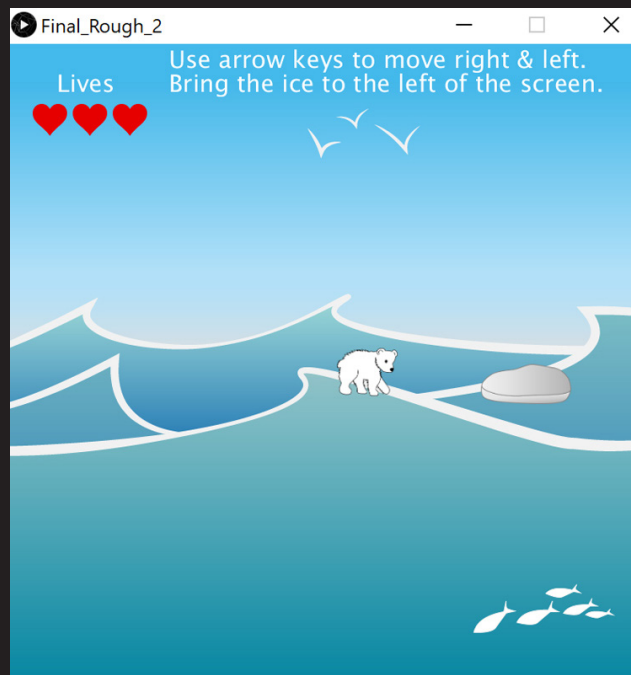
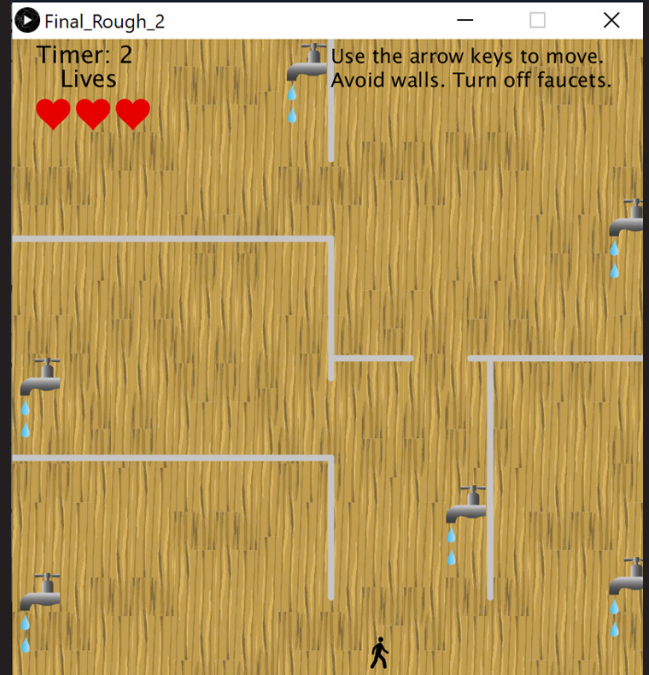


#43b8ea

WIREFRAME



FINAL



LESSONS LEARNED

Final_Rough_2 | Processing 3.5.3

File Edit Sketch Debug Tools Help



Final_Rough_2

Bear

Faucet

Fire

Ice

Life

Person

Wall



```
130
131 void draw(){
132   if(windowStatus==0){
133     startGame();
134     if(mousePressed){
135       if(mouseX>320 && mouseX<480 && mouseY>500 && mouseY<560){
136         windowStatus=1;
137         lives[1].startLevel1=millis()-1000;
138       }
139       if(mouseX>320 && mouseX<480 && mouseY>590 && mouseY<650){
140         windowStatus=6;
141       }
142       if(mouseX>320 && mouseX<480 && mouseY>675 && mouseY<725){
143         windowStatus=7;
144       }
145     }
146   }
147   else if(windowStatus==1){
148     gameLevel1();
149     if(keyPressed){
150       if(key == 'b'){
151         windowStatus=2;
152       }
153     }
154   }
155   else if(windowStatus==2){
156     gameLevel2();
157     if(keyPressed){
158       if(key == 'c'){
159         windowStatus=3;
160       }
161     }
162   }
```