

```
var stillPlaying = true;
var currentScene = 0; //Sets the current scene
var bitmojiX = 0;
var bitmojiY = 0;
var bitmoji2X = 0;
var bitmoji2Y = 0;
var CPUX = 150;
var CPUY = 30;
var score1 = 0; //Sets score for player 1
var score2 = 0; //Sets score for player 2
var playerSpeed = 8;
var player2Speed = 3;
```

```
//Both partners bitmoji code
```

```
//Josh's bitmoji code
```

```
var drawBitmojiFace = function (bitmojiX,bitmojiY,bitmojiHeight) {
  noStroke();
  fill(240, 210, 166);
  ellipse(bitmojiX,bitmojiY,bitmojiHeight/150*80,bitmojiHeight/150*100); //head
  fill(255,255,255);
  ellipse(bitmojiX-(bitmojiHeight/150*15),bitmojiY-(bitmojiHeight/150*2),bitmojiHeight/150*12,bitmojiHeight/150*12); //left eye white
  ellipse(bitmojiX+(bitmojiHeight/150*15),bitmojiY-(bitmojiHeight/150*2),bitmojiHeight/150*12,bitmojiHeight/150*12); //right eye white
  fill(150,120,80);
  ellipse(bitmojiX-(bitmojiHeight/150*14.5),bitmojiY-(bitmojiHeight/150*1.5),bitmojiHeight/150*4.5,bitmojiHeight/150*4.5); //left eye color
  ellipse(bitmojiX+(bitmojiHeight/150*14.5),bitmojiY-(bitmojiHeight/150*1.5),bitmojiHeight/150*4.5,bitmojiHeight/150*4.5); //right eye color
  stroke(0,0,0);
  fill(240,210,156);
  bezier(bitmojiX,bitmojiY,bitmojiX+(bitmojiHeight/150*21),bitmojiY+(bitmojiHeight/150*22),bitmojiX-(bitmojiHeight/150*8),bitmojiY+(bitmojiHeight/150*20),bitmojiX-(bitmojiHeight/150*4),bitmojiY+(bitmojiHeight/150*15)); //nose
  fill(255,255,255);
  arc(bitmojiX,bitmojiY+(bitmojiHeight/150*28),bitmojiHeight/150*30,bitmojiHeight/150*13,1,180);
  //mouth
  line(bitmojiX-(bitmojiHeight/150*14),bitmojiY+(bitmojiHeight/150*27.5),bitmojiX+(bitmojiHeight/150*14),bitmojiY+(bitmojiHeight/150*27.5)); //top of mouth
};
```

```
var drawBitmojiHair = function (bitmojiX,bitmojiY,bitmojiHeight) {
  fill(122, 74, 27);
```

```

quad(bitmojiX-(bitmojiHeight/150*41),bitmojiY,bitmojiX-(bitmojiHeight/150*34),bitmojiY-(bitmojiHeight/150*32),bitmojiX-(bitmojiHeight/150*11),bitmojiY-(bitmojiHeight/150*50),bitmojiX-(bitmojiHeight/150*40),bitmojiY-(bitmojiHeight/150*1)); //left hair
quad(bitmojiX+(bitmojiHeight/150*43),bitmojiY-(bitmojiHeight/150*2),bitmojiX+(bitmojiHeight/150*33),bitmojiY-(bitmojiHeight/150*32),bitmojiX+(bitmojiHeight/150*13),bitmojiY-(bitmojiHeight/150*43),bitmojiX+(bitmojiHeight/150*40),bitmojiY-(bitmojiHeight/150*3)); //right hair
ellipse(bitmojiX,bitmojiY-(bitmojiHeight/150*37),bitmojiHeight/150*62,bitmojiHeight/150*28); //top hair
};

```

```

var drawBitmojiShirt = function (bitmojiX,bitmojiY,bitmojiHeight) {
noStroke();
fill(166, 166, 166);
quad(bitmojiX-(bitmojiHeight/150*54),bitmojiY+(bitmojiHeight/150*38),bitmojiX-(bitmojiHeight/150*60),bitmojiY+(bitmojiHeight/150*95),bitmojiX-(bitmojiHeight/150*1),bitmojiY+(bitmojiHeight/150*95),bitmojiX-(bitmojiHeight/150*1),bitmojiY+(bitmojiHeight/150*51)); //left part of shirt
quad(bitmojiX+(bitmojiHeight/150*52),bitmojiY+(bitmojiHeight/150*38),bitmojiX+(bitmojiHeight/150*58),bitmojiY+(bitmojiHeight/150*95),bitmojiX-(bitmojiHeight/150*1),bitmojiY+(bitmojiHeight/150*95),bitmojiX-(bitmojiHeight/150*1),bitmojiY+(bitmojiHeight/150*51)); //right part of shirt
stroke(25, 14, 240);
strokeWeight(3);
line(bitmojiX-(bitmojiHeight/150*40),bitmojiY+(bitmojiHeight/150*60),bitmojiX,bitmojiY+(bitmojiHeight/150*60)); //part of J
line(bitmojiX-(bitmojiHeight/150*20),bitmojiY+(bitmojiHeight/150*60),bitmojiX-(bitmojiHeight/150*20),bitmojiY+(bitmojiHeight/150*85)); //part of J
line(bitmojiX-(bitmojiHeight/150*20),bitmojiY+(bitmojiHeight/150*85),bitmojiX-(bitmojiHeight/150*37),bitmojiY+(bitmojiHeight/150*85)); //part of J
line(bitmojiX-(bitmojiHeight/150*37),bitmojiY+(bitmojiHeight/150*85),bitmojiX-(bitmojiHeight/150*37),bitmojiY+(bitmojiHeight/150*80)); //part of J
line(bitmojiX+(bitmojiHeight/150*10),bitmojiY+(bitmojiHeight/150*60),bitmojiX+(bitmojiHeight/150*10),bitmojiY+(bitmojiHeight/150*85)); //part of K
line(bitmojiX+(bitmojiHeight/150*10),bitmojiY+(bitmojiHeight/150*72.5),bitmojiX+(bitmojiHeight/150*30),bitmojiY+(bitmojiHeight/150*60)); //part of K
line(bitmojiX+(bitmojiHeight/150*10),bitmojiY+(bitmojiHeight/150*72.5),bitmojiX+(bitmojiHeight/150*30),bitmojiY+(bitmojiHeight/150*85)); //part of K
};

```

```

var drawBitmojiHat = function (bitmojiX,bitmojiY,bitmojiHeight) {
noStroke();
fill(158, 158, 158);
ellipse(bitmojiX,bitmojiY-(bitmojiHeight/150*38),bitmojiHeight/150*70,bitmojiHeight/150*30);
//base of hat
fill(0,0,0);

```

```
ellipse(bitmojiX,bitmojiY-(bitmojiHeight/150*25),bitmojiHeight/150*57,bitmojiHeight/150*20);  
//brim of hat  
};
```

```
var drawBitmoji = function (bitmojiX,bitmojiY,bitmojiHeight) {  
  drawBitmojiFace (bitmojiX,bitmojiY,bitmojiHeight);  
  drawBitmojiHair (bitmojiX,bitmojiY,bitmojiHeight);  
  drawBitmojiShirt (bitmojiX,bitmojiY,bitmojiHeight);  
  drawBitmojiHat (bitmojiX,bitmojiY,bitmojiHeight);  
};
```

```
//Anthony's bitmoji code
```

```
var drawBitmoji2 = function(x,y,bitmojiHeight) {
```

```
  noStroke();
```

```
  var drawBitmojiHead = function() {
```

```
    fill(224, 172, 105);
```

```
    ellipse(x+0*(bitmojiHeight/100),y+0*(bitmojiHeight/100),83*(bitmojiHeight/100),100  
      *(bitmojiHeight/100)); //head
```

```
    fill(0, 0, 0);
```

```
    quad(x-50*(bitmojiHeight/100),y+0*(bitmojiHeight/100),x-37*(bitmojiHeight/100),y-32  
      *(bitmojiHeight/100),x-10*(bitmojiHeight/100),y-50*(bitmojiHeight/100),x-30  
      *(bitmojiHeight/100),y-1*(bitmojiHeight/100)); //left hair
```

```
    quad(x+49*(bitmojiHeight/100),y-2*(bitmojiHeight/100),x+34*(bitmojiHeight/100),y-32  
      *(bitmojiHeight/100),x+13*(bitmojiHeight/100),y-50*(bitmojiHeight/100),x+35  
      *(bitmojiHeight/100),y-3*(bitmojiHeight/100)); //right hair
```

```
    ellipse(x+0*(bitmojiHeight/100),y-37*(bitmojiHeight/100),62*(bitmojiHeight/100),28  
      *(bitmojiHeight/100)); //top hair
```

```
    fill(255,255,255);
```

```
    ellipse (x-12*(bitmojiHeight/100),y+0*(bitmojiHeight/100),13*(bitmojiHeight/100),10  
      *(bitmojiHeight/100)); //left eye back
```

```
ellipse(x+15*(bitmojiHeight/100),y+0*(bitmojiHeight/100),13*(bitmojiHeight/100),10*(bitmojiHeight/100)); //right eye back
```

```
fill(115,23,23); //brown eyes fill
```

```
ellipse(x-10*(bitmojiHeight/100),y+0*(bitmojiHeight/100),6*(bitmojiHeight/100),4*(bitmojiHeight/100)); //left eye
```

```
ellipse(x+17*(bitmojiHeight/100),y+0*(bitmojiHeight/100),6*(bitmojiHeight/100),4*(bitmojiHeight/100)); //right eye
```

```
stroke(0, 0, 0);  
fill(224, 172, 105);
```

```
bezier(x+0*(bitmojiHeight/100),y+0*(bitmojiHeight/100),x+21*(bitmojiHeight/100),y+22*(bitmojiHeight/100),x-8*(bitmojiHeight/100),y+20*(bitmojiHeight/100),x-4*(bitmojiHeight/100),y+15*(bitmojiHeight/100)); //nose
```

```
fill(255, 255, 255);
```

```
arc(x+3*(bitmojiHeight/100),y+25*(bitmojiHeight/100), 30*(bitmojiHeight/100), 13*(bitmojiHeight/100),1,180); //mouth
```

```
line(x-14*(bitmojiHeight/100),y+24*(bitmojiHeight/100),x+19*(bitmojiHeight/100),y+24*(bitmojiHeight/100)); //top of mouth
```

```
noStroke();  
fill(59, 80, 102);
```

```
arc(x+0*(bitmojiHeight/100), y-20*(bitmojiHeight/100), 85*(bitmojiHeight/100), -70*(bitmojiHeight/100), 5, 186); //hat
```

```
fill(0, 0, 0);  
arc(x+0*(bitmojiHeight/100), y-25*(bitmojiHeight/100), 30*(bitmojiHeight/100), -20*(bitmojiHeight/100), 5, 186); //hat hole
```

```
};  
drawBitmojiHead();
```

```

var drawBitmojiBody = function() {

fill(224, 172, 105);

rect(x-9*(bitmojiHeight/100),y+45*(bitmojiHeight/100),23*(bitmojiHeight/100),15
*(bitmojiHeight/100)); //neck


fill(116, 158, 109);

rect(x-30*(bitmojiHeight/100),y+55*(bitmojiHeight/100),66*(bitmojiHeight/100),80
*(bitmojiHeight/100)); //shirt

triangle(x-60*(bitmojiHeight/100), y+80*(bitmojiHeight/100), x-30*(bitmojiHeight /100),
y+56*(bitmojiHeight/100), x-30*(bitmojiHeight/100), y+80*(bitmojiHeight/100 )); //right shirt

triangle(x+66*(bitmojiHeight/100), y+80*(bitmojiHeight/100), x+36*(bitmojiHeight /100),
y+56*(bitmojiHeight/100), x-30*(bitmojiHeight/100),y+80*(bitmojiHeight/100 )); //left shirt


fill(0, 0, 0);
textSize(30*(bitmojiHeight/100));

text("AM",x-20*(bitmojiHeight/100),y+66*(bitmojiHeight/100),100*(bitmojiHeight/100
),100*(bitmojiHeight/100));


fill(224, 172, 105);

rect(x-50*(bitmojiHeight/100),y+80*(bitmojiHeight/100),15*(bitmojiHeight/100),30
*(bitmojiHeight/100)); //left arm

rect(x+41*(bitmojiHeight/100),y+80*(bitmojiHeight/100),15*(bitmojiHeight/100),30
*(bitmojiHeight/100)); //right arm


ellipse(x-43*(bitmojiHeight/100),y+115*(bitmojiHeight/100),20*(bitmojiHeight/100
),20*(bitmojiHeight/100)); //left hand

ellipse(x+49*(bitmojiHeight/100),y+115*(bitmojiHeight/100),20*(bitmojiHeight/100
),20*(bitmojiHeight/100)); //right hand

};

```

```
drawBitmojiBody();
```

```
};
```

```
//Function that draws the stars array background
```

```
var drawStars = function() {
```

```
var xStar = [33,115,335,250,230,20,120,200,330,120,280]; //Draws xPosition of the star
```

```
var yStar = [119,33,239,200,50,250,340,330,120,200,280]; //Draws yPosition of the star
```

```
for (var i = 0; i < xStar.length; i++) {
```

```
image(getImage("space/star"), xStar[i], yStar[i], 40, 40); //Draws the actual star
```

```
}
```

```
};
```

```
//Function that draws the red and green barrier
```

```
var barrier = function () {
```

```
fill(0, 255, 0);
```

```
rect(0, 0, 10, 200);
```

```
rect(390, 0, 10, 200);
```

```
rect(0, 0, width, 10);
```

```
fill(255, 0, 0);
```

```
rect(0, 200, 10, 200);
```

```
rect(390, 200, 10, 200);
```

```
rect(0, 390, width, 10);
```

```
};
```

```
//All of the khan button class
```

```
var Button = function(config) {
```

```
  this.x = config.x || 0;
```

```
  this.y = config.y || 0;
```

```
  this.width = config.width || 150;
```

```
  this.height = config.height || 50;
```

```
  this.label = config.label || "Click";
```

```
  this.onClick = config.onClick || function() {};
```

```
};
```

```
Button.prototype.draw = function() {
```

```
  fill(255, 255, 0);
```

```
  rect(this.x, this.y, this.width, this.height, 5);
```

```
  fill(0, 0, 0);
```

```
  textSize(19);
```

```
  textAlign(LEFT, TOP);
```

```
  text(this.label, this.x+10, this.y+this.height/4);
```

```
};
```

```
Button.prototype.isMouseInside = function() {
```

```

        return mouseX > this.x &&
            mouseX < (this.x + this.width) &&
            mouseY > this.y &&
            mouseY < (this.y + this.height);
    };

    Button.prototype.handleClick = function() {
        if (this.isMouseInside()) {
            this.onClick();
        }
    };

    //Button that changes home screen to game options screen
    var gameOptions = new Button({
        x: 120,
        y: 275,
        label: "Game Options",
        onClick: function() {
            currentScene = 1;
        }
    });

    //Button to choose the option for one player game
    var playerOptions1 = new Button ({
        x: 120,
        y: 200,
        label: " One Player",
        onClick: function() {
            currentScene = 2;
        }
    });

    //Button to choose the option for two player game
    var playerOptions2 = new Button ({
        x: 120,
        y: 280,
        label: " Two Players",
        onClick: function() {
            currentScene = 3;
        }
    });

    var CPU = function () {
        fill(255,255,255);
    }

```

```
    rect(CPUX,CPUY,100,20);  
};
```

```
//Draws the home screen
```

```
var drawHomeScreen = function () {  
    currentScene = 0;  
    background(41, 28, 28);  
    drawStars();  
    fill(255,255,255);  
    textSize(40);  
    text("Air Hockey", 100, 100);  
    stroke(255,255,255);  
    strokeWeight(5);  
    line(85, 150, 305, 150);  
    textSize(20);  
    text("By: Josh Kleinberg & Anthony Martinez", 25, 175);  
    drawBitmoji (350, 50, 75);  
    drawBitmoji (50, 330, 75);  
    drawBitmoji2 (50, 40, 40);  
    drawBitmoji2 (350, 330, 40);  
    gameOptions.draw ();  
    barrier();  
};
```

```
//Draws the game options screen
```

```
var drawGameOptions = function () {  
    currentScene = 1;  
    background(41, 28, 28);  
    drawStars();  
    fill(255,255,255);  
    textSize(40);  
    text("Game Options", 65, 100);  
    stroke(255,255,255);  
    strokeWeight(5);  
    line(60, 150, 325, 150);  
    drawBitmoji (350, 50, 75);  
    drawBitmoji (50, 330, 75);  
    drawBitmoji2 (50, 40, 40);  
    drawBitmoji2 (350, 330, 40);  
    playerOptions1.draw ();  
    playerOptions2.draw ();  
    barrier();  
};
```



```
//Draws the instructions screen for the one player option
var drawInstructions1 = function () {
  currentScene = 2;
  background(41, 28, 28);
  drawStars();
  fill(255, 255, 255);
  textSize(40);
  text("Instructions", 90, 40);
  stroke(255, 255, 255);
  strokeWeight(5);
  line(85, 90, 300, 90);
  textSize(20);
  text("Use the up, down, left, and right arrow \nkeys to move the bitmoji across your \nside of
the screen and try to score on \nthe opponents goal. First one to 7 goals \nwins! Click anywhere
to choose player", 20, 150);
  drawBitmoji (350, 50, 75);
  drawBitmoji (50, 330, 75);
  drawBitmoji2 (50, 40, 40);
  drawBitmoji2 (350, 330, 40);
  barrier();
};
```

```
//Draws the instructions screen for the two player option
var drawInstructions2 = function () {
  currentScene = 3;
  background(41, 28, 28);
  drawStars();
  fill(255, 255, 255);
  textSize(40);
  text("Instructions", 90, 40);
  stroke(255, 255, 255);
  strokeWeight(5);
  line(85, 90, 300, 90);
  textSize(15);
  text("Player 1: Use the up, down, left, and right arrow keys \nto move your bitmoji across your
side of the screen", 20, 130);
  text("Player 2: Use the A, W, D, and S keys to move your \nbitmoji across your side of the
screen", 20, 210);
  text("First one to 7 goals wins! Click anywhere to choose \n
your players",
20, 280);
  drawBitmoji (350, 50, 75);
  drawBitmoji (50, 330, 75);
  drawBitmoji2 (50, 40, 40);
  drawBitmoji2 (350, 330, 40);
```

```
    barrier();  
};
```

//Screen where player can choose their character for the one player option

```
var drawChoosePlayer1 = function () {  
    currentScene = 4;  
    background(41, 28, 28);  
    drawStars();  
    fill(255, 255, 255);  
    textSize(40);  
    text("Choose Your Player", 20, 65);  
    stroke(255, 255, 255);  
    strokeWeight(5);  
    line(20, 115, 375, 115);  
    drawBitmoji (100, 250, 100);  
    drawBitmoji2 (300, 250, 55);  
    barrier();  
};
```

//Screen where player can choose their character for the two player option

```
var drawChoosePlayer2 = function () {  
    currentScene = 5;  
    background(41, 28, 28);  
    drawStars();  
    fill(255, 255, 255);  
    textSize(40);  
    text("Choose Player 1", 50, 65);  
    stroke(255, 255, 255);  
    strokeWeight(5);  
    line(50, 115, 345, 115);  
    drawBitmoji (100, 250, 100);  
    drawBitmoji2 (300, 250, 55);  
    barrier();  
};
```

//Screen where player can choose their character based on which character was picked first

```
var drawChoosePlayer201 = function () {  
    currentScene = 6;  
    background(41, 28, 28);  
    drawStars();  
    fill(255, 255, 255);  
    textSize(40);  
    text("Choose Player 2", 50, 65);  
    stroke(255, 255, 255);
```

```
strokeWeight(5);
line(50, 115, 345, 115);
drawBitmoji2 (300, 250, 55);
barrier();
};
```

```
//Screen where player can choose their character based on which character was picked first
var drawChoosePlayer202 = function () {
```

```
  currentScene = 7;
  background(41, 28, 28);
  drawStars();
  fill(255, 255, 255);
  textSize(40);
  text("Choose Player 2", 50, 65);
  stroke(255, 255, 255);
  strokeWeight(5);
  line(50, 115, 345, 115);
  drawBitmoji (100, 250, 100);
  barrier();
};
```

```
//Draws the game screen for air hockey
```

```
var drawGameScreen = function () {
```

```
  background(41, 28, 28);
  stroke(255, 0, 0);
  strokeWeight(5);
  line(25, 25, 375, 25);
  line(25, 25, 25, 200);
  line(375, 25, 375, 200);
  stroke(0, 255, 0);
  strokeWeight(5);
  line(25, 375, 375, 375);
  line(25, 375, 25, 200);
  line(375, 375, 375, 200);
  stroke(255, 255, 0);
  strokeWeight(3);
  line(24, 198, 376, 198);
  fill(41, 28, 28);
  ellipse(200, 200, 85, 85);
  ellipse(200, 200, 3, 3);
  strokeWeight(1);
  line(25, 260, 375, 260);
  line(25, 140, 375, 140);
  ellipse(100, 300, 40, 40);
```

```

    ellipse(300, 300, 40, 40);
    ellipse(100, 100, 40, 40);
    ellipse(300, 100, 40, 40);
    strokeWeight(3);
    arc(200, 380, 121, 102, 183, 358);
    arc(200, 20, 121, 102, 5, 178);

    stroke(255,0,0);
    fill(255, 0, 0);
    var xRedCircle =
[12,12,12,12,12,12,12,12,12,37,62,87,112,137,162,187,212,237,262,287,312,337,362,388,388,388
,388,388,388,388,388];
    var yRedCircle =
[15,40,65,90,115,140,165,190,12,12,12,12,12,12,12,12,12,12,12,12,12,12,15,40,65,90,115,140,
165,190];
    for (var j = 0; j<xRedCircle.length; ++j) {
        ellipse(xRedCircle[j], yRedCircle[j], 5, 5);
    }

    stroke(0,255,0);
    fill(0,255,0);
    var xGreenCircle =
[12,12,12,12,12,12,12,12,12,37,62,87,112,137,162,187,212,237,262,287,312,337,362,388,388,388
,388,388,388,388,388];
    var yGreenCircle =
[215,240,265,290,315,340,365,390,388,388,388,388,388,388,388,388,388,388,388,388,388,388,38
8,390,365,340,315,290,265,240,215];
    for (var k = 0; k<xGreenCircle.length; ++k) {
        ellipse(xGreenCircle[k], yGreenCircle[k], 5, 5);
    }
};

var drawGameScreen1 = function () {
    currentScene = 8;
    drawGameScreen();
    drawBitmoji(bitmojiX+200, bitmojiY+340, 60);

    if(keyIsPressed) {
        if (keyCode === UP) {
            bitmojiY -= playerSpeed;
        } else if (keyCode === DOWN) {
            bitmojiY += playerSpeed;
        } else if (keyCode === LEFT) {
            bitmojiX -= playerSpeed;
        }
    }

```

```

    } else if (keyCode === RIGHT) {
        bitmojiX += playerSpeed;
    }
}

bitmojiY = constrain(bitmojiY, -120, 0);
bitmojiX = constrain(bitmojiX, -155, 155);

CPU();
if (CPUX <=25) {
    CPUY = 31;
} else if (CPUX >= 275) {
    CPUY = 30;
}
if (CPUY === 30) {
    CPUX -= player2Speed;
} else if (CPUY === 31) {
    CPUX += player2Speed;
}
};

var drawGameScreen2 = function () {
    currentScene = 9;
    drawGameScreen();
    drawBitmoji2(bitmoji2X+200, bitmoji2Y+335, 35);

    if(keyIsPressed) {
        if (keyCode === UP) {
            bitmoji2Y -= playerSpeed;
        } else if (keyCode === DOWN) {
            bitmoji2Y += playerSpeed;
        } else if (keyCode === LEFT) {
            bitmoji2X -= playerSpeed;
        } else if (keyCode === RIGHT) {
            bitmoji2X += playerSpeed;
        }
    }

    bitmoji2Y = constrain(bitmoji2Y, -120, 0);
    bitmoji2X = constrain(bitmoji2X, -155, 155);

    CPU();
    if (CPUX <=25) {
        CPUY = 31;

```

```

    } else if (CPUX >= 275) {
        CPUY = 30;
    }
    if (CPUY === 30) {
        CPUX -= player2Speed;
    } else if (CPUY === 31) {
        CPUX += player2Speed;
    }
};

var drawGameScreen3 = function () {
    currentScene = 10;
    drawGameScreen();
    drawBitmoji(bitmojiX+200, bitmojiY+340,60);

    if (keysPressed) {
        if (keyCode === UP) {
            bitmojiY -= playerSpeed;
        } else if (keyCode === DOWN) {
            bitmojiY += playerSpeed;
        } else if (keyCode === LEFT) {
            bitmojiX -= playerSpeed;
        } else if (keyCode === RIGHT) {
            bitmojiX += playerSpeed;
        }
    }

    bitmojiY = constrain(bitmojiY, -120, 0);
    bitmojiX = constrain(bitmojiX, -155, 155);

    drawBitmoji2(mouseX, mouseY,35);

    mouseY = constrain(mouseY, 35, 150);
    mouseX = constrain(mouseX, 40, 360);

};

var drawGameScreen4 = function () {
    currentScene = 11;
    drawGameScreen();
    drawBitmoji2(bitmoji2X+200, bitmoji2Y+335,35);

    if (keysPressed) {

```

```

    if (keyCode === UP) {
        bitmoji2Y -= playerSpeed;
    } else if (keyCode === DOWN) {
        bitmoji2Y += playerSpeed;
    } else if (keyCode === LEFT) {
        bitmoji2X -= playerSpeed;
    } else if (keyCode === RIGHT) {
        bitmoji2X += playerSpeed;
    }
}

bitmoji2Y = constrain(bitmoji2Y, -120, 0);
bitmoji2X = constrain(bitmoji2X, -155, 155);

```

```

drawBitmoji(mouseX, mouseY, 60);

```

```

};

```

```

//Mouseclicked function for all buttons

```

```

mouseClicked = function() {
    if (currentScene === 0) {
        gameOptions.handleClick();
    } else if (currentScene === 1) {
        playerOptions1.handleClick();
        playerOptions2.handleClick();
    } else if (currentScene === 2) {
        drawChoosePlayer1();
    } else if (currentScene === 3) {
        drawChoosePlayer2();
    } else if (currentScene === 4) {
        if (mouseX <= 150 && mouseX >= 50 && mouseY <= 300 && mouseY >= 200) {
            drawGameScreen1();
        } else if (mouseX <= 350 && mouseX >= 250 && mouseY <= 300 && mouseY >= 200) {
            drawGameScreen2();
        }
    } else if (currentScene === 5) {
        if (mouseX <= 150 && mouseX >= 50 && mouseY <= 300 && mouseY >= 200) {
            drawChoosePlayer201();
        } else if (mouseX <= 350 && mouseX >= 250 && mouseY <= 300 && mouseY >= 200) {
            drawChoosePlayer202();
        }
    } else if (currentScene === 6) {
        if (mouseX <= 350 && mouseX >= 250 && mouseY <= 300 && mouseY >= 200) {

```

```

        drawGameScreen3();
    }
} else if (currentScene === 7) {
    if (mouseX <= 150 && mouseX >= 50 && mouseY <= 300 && mouseY >= 200) {
        drawGameScreen4();
    }
}
};

```

//Draw function that makes the code run

```

draw = function() {
    /* if (currentScene === 0) {
        drawHomeScreen();
    } else if (currentScene === 1) {
        drawGameOptions();
    } else if (currentScene === 2) {
        drawInstructions1();
    } else if (currentScene === 3) {
        drawInstructions2();
    } else if (currentScene === 4) {
        drawChoosePlayer1();
    } else if (currentScene === 5) {
        drawChoosePlayer2();
    } else if (currentScene === 6) {
        drawChoosePlayer201();
    } else if (currentScene === 7) {
        drawChoosePlayer202();
    } else if (currentScene === 8) {
        drawGameScreen1();
    } else if (currentScene === 9) {
        drawGameScreen2();
    } else if (currentScene === 10) {
        drawGameScreen3();
    } else if (currentScene === 11) {
        drawGameScreen4();
    } */
    drawGameScreen3();
};

```