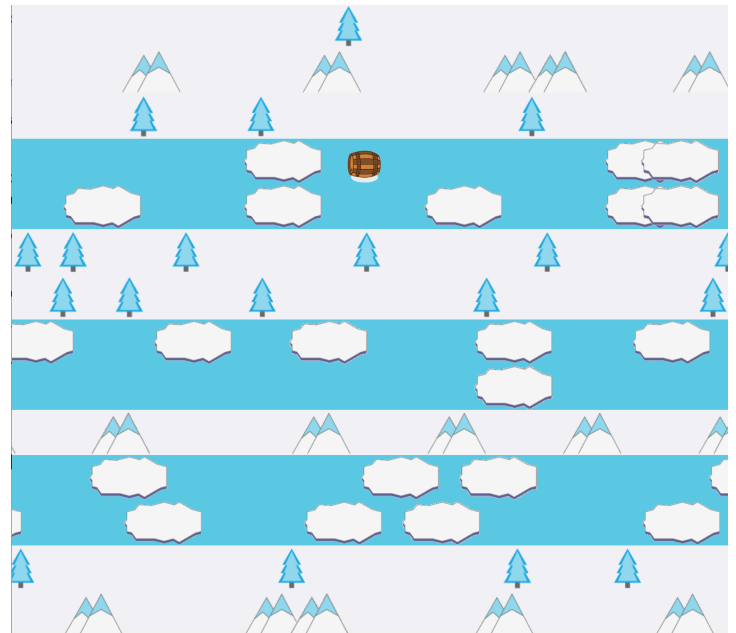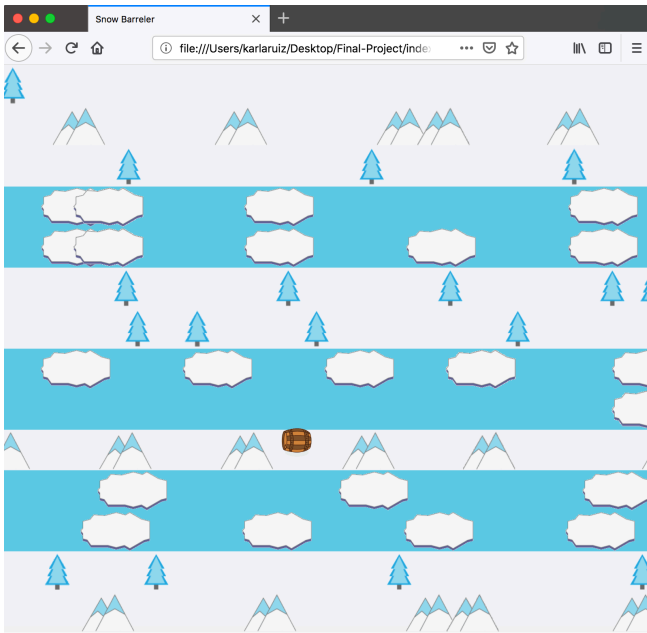# Final Documentation


```javascript
class Layer {
    //Create conditions for the layer and what will be in that layer
    constructor(rowY, numObstacles, tempSpeed, obstacleWidth,
        tempSpacing, xObstacle,layerColor,barrelDeath,obstacleImage) {

        this.y = rowY;
        this.speed = tempSpeed;
        this.numObstacles = numObstacles;
        this.space = tempSpacing;
        this.obstacleWidth = obstacleWidth;
        this.xObstacle = xObstacle;
        this.barrelDeath = barrelDeath;
        this.layerColor = layerColor;
        this.obstacles = [];
        this.obstacleImage = obstacleImage

    }
    //Can control what the color of the layer to display snow or water
    layers (){
        fill(this.layerColor);
        noStroke();
        rect(0,this.y,width,grid_size);

        //Call obstacles into the layer
        for (var i = 0; i <this.numObstacles; i++) {
            var x = i * this.space + this.xObstacle;
            // constructor(x,y,w,h,s,obstacleGraphic)
            this.obstacles.push(new Obstacle(x,this.y,this.obstacleWidth, grid_size,this.speed,this
        }
    }

    display () {
        //display layer with its color and size
        fill(this.layerColor);
        rect(0,this.y,width,grid_size);
        //display obstacles
        for (var i = 0; i < this.obstacles.length; i++) {
            this.obstacles[i].display();
        }
```

Snow Barrel Game

This piece is a game that is inspired by frogger. The game focuses on a barrel that needs to make it down the hill avoiding the snow terrain obstacles. The game is interaction based and to win the game you need to make it to the bottom with out being hit by any obstacles. The game uses key board commands to get across the terrain and each layer gets more and more difficult to pass.