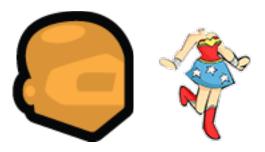
1.1 Replace the graphics with your own. Make your own animated character and give it a name.



Name: Wonder Bold

```
1.2 Find where in verbal.js the following behaviors are called:
    jump
    setTimeBetweenBlinks(slowTimeBetweenBlinks);
    jump();
```

- breath rate increase/decrease

```
var slowTimeBetweenBlinks = 4000
var fastTimeBetweenBlinks = 500
setBreathInc(fastBreathInc);
setBreathInc(slowBreathInc);
```

- blink rate increase/decrease

```
var slowTimeBetweenBlinks = 4000
var fastTimeBetweenBlinks = 500
```

```
setTimeBetweenBlinks(fastTimeBetweenBlinks);
setTimeBetweenBlinks(slowTimeBetweenBlinks);
Find in nonverbal.js the implementation of:
- jump
- function jump() {
- if (!jumping) {
    jumping = true;
- setTimeout(land, 500);
- }
- }
- breath rate increase/decrease
- function updateBreath() {
   if (breathDir === 1) { // breath in
     breathAmt -= breathInc;
     if (breathAmt < -breathMax) {</pre>
    breathDir = -1;
     }
```

```
- } else { // breath out
     breathAmt += breathInc;
    if(breathAmt > breathMax) {
    breathDir = 1;
- }
- }
- }
- blink rate increase/decrease
- function blink() {
  curEyeHeight -= 1;
- if (curEyeHeight <= 0) {</pre>
   eyeOpenTime = 0;
- curEyeHeight = maxEyeHeight;
- } else {
- setTimeout(blink, 10);
- curEyeColor = 549,53,53;
- }
- }
- eye color setting
- var curEyeColor = "black"
```

```
-
-
- function setEyeColor(color) {
-     curEyeColor = color
- }
```