

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) {  
-       breathDir = -1;  
-     }  
-   }
```

```

-   } else { // breath out
-       breathAmt += breathInc;
-       if(breathAmt > breathMax) {
-           breathDir = 1;
-       }
-   }
- }

```

- blink rate increase/decrease

```

- function blink() {
-
-   curEyeHeight -= 1;
-   if (curEyeHeight <= 0) {
-       eyeOpenTime = 0;
-       curEyeHeight = maxEyeHeight;
-
-   } else {
-       setTimeout(blink, 10);
-       curEyeColor = 549,53,53;
-   }
- }
-

```

- eye color setting

```

- var curEyeColor = "black"

```

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