```html
<!DOCTYPE html>
<html>
  <head>
    <meta http-equiv="content-type" content="charset=utf-8" />
    <link rel="stylesheet" type="text/css" href="styles/base.css" />
    <title>VisualizingJS - Included - Excluded -mark breneman</title>
  </head>
  <body>
    <canvas id="myCanvas" width="600" height="600"></canvas>
    <script charset="utf-8" src="scripts/paper.js"></script>
    <script charset="utf-8" src="scripts/skip.js"></script>
    <script charset="utf-8" type="text/paperscript" canvas="myCanvas">
```

```javascript
//SETTING UP THE SCENE:THIS IS NOT NECESSARY...JUST A STEWART CONVENTION
var background = new Path.Rectangle( view.center, view.bounds.width )
background.fillColor = 'black'
background.position = view.center
project.activeLayer.insertChild( 0, background )

//CREATE TIMING TEXT FOR SETUP
var durationSeconds = 60
var running = true

var timeText = new PointText(view.center);
   timeText.paragraphStyle.justification = 'center';
   timeText.characterStyle.fontSize = 20;
   timeText.fillColor = 'gray';
   timeText.position=view.size/2;

var frameCountText = timeText.clone();
   frameCountText.position.y+=30;
   frameCountText.fillColor = 'white';

var DiagnosticText = timeText.clone();
    DiagnosticText.position.y+=60;
    DiagnosticText.fillColor = 'red';


var squareside=60;

var square1 = new Path.Rectangle(view.bounds.bottomLeft-squareside,squareside);
   square1.fillColor = 'white';
   // square1.selected=true;
   square1.position.y -=20;
   // console.log("square1s position is "+ square1.position);

var square2 = new Path.Rectangle(square1.bounds.bottomLeft-squareside,squareside);
   square2.fillColor = 'white';
   square2.position.x -=10;
   // square2.selected=true
```

```
    // console.log("square2's position is "+ square2.position);

var square3 = new Path.Rectangle(square2.bounds.bottomLeft-squareside,squareside);
    square3.fillColor = 'white';
    square3.position.x -=10;
    // square3.selected=true
    // console.log("square3s position is "+ square3.position);

var square4 = new Path.Rectangle(square3.bounds.bottomLeft-squareside,squareside);
    square4.fillColor = 'white';
    square4.position.x -=10;
    // square4.selected=true

var square5 = new Path.Rectangle(square3.bounds.bottomLeft-squareside,squareside);
    square5.fillColor = 'white';
    square5.position.x -=10;
    // square4.selected=true
    square5.opacity = 0;




var destination1;
var destination2;
var destination3;
var destination4;
var vector1;
var vector2;
var vector3;
var vector4;

var theta=90;
var angle = function(){
        var increment=180;
        theta+=increment;
        return theta;
    }

var walk = function(item, event, direction){
      var passedEvent = event;
      var dir=direction;
        item.position += new Point(5*dir,0 );
        // //item.rotate(Math.sin(theta)*10*dir);
        //
        // item.? += 0.01
        // var walkRotation = ?.sine().scale( 0, TAU, 0, 30 )*??
        item.rotate( Math.sin(theta)*10*dir );
    }

var moveUp = function(item,event){
      var passedEvent = event;
      if(event.count%5===0){
      item.position.y += 10;
```

```
        }
}

var moveDown = function(item,event){
    var passedEvent = event;
    if(event.count%5===0){
    item.position.y -= 10;
   }
}

var cruise = function(item, event, vector, destination,speed){
    var passedEvent = event;
    var movVector=vector;
    var div=speed
    var finalDestination=destination;
    item.position += movVector/div;
    var arrived=false
      // if(movVector.length<=10){
      //          item.position=finalDestination;
      //          arrived = true;
      //             }
}


var onFrame = function(event){
    // timeText.content = Math.round(event.time);
    // frameCountText.content = Math.round(event.count);


    //KEEPING TRACK OF TIME
      if( event.time > durationSeconds && running === true ){

      running = false
      square1.remove()
      square2.remove()
      square3.remove()
      square5.remove()
      background.remove()
      // document.title = 'Paper finished.'
      }

      // else if( running === true ) {
      //
      //        document.title = 'Animation at '+ event.time.floor().toPaddedString( 2 ) +' seconds.'
      //       }
      // timeText.content = Math.round(event.time) + " seconds";
      //       frameCountText.content = Math.round(event.count) + " frames";

      // DiagnosticText.content = ;


    angle();
    // //ENTRANCE AND ADJUST
```

```
if (event.time<6 && event.time<15 && square1.position.x < view.size.width/2 && event.count%5===0){
    walk(square1, event, 1)}


if (event.time<6 && square2.position.x <= view.size.width/2-squareside*.65 && event.count%5===0){
        walk(square2,event,1)}
 else if (event.time>6 && event.time<15 && square2.position.x> square1.bounds.bottomLeft.x-10-squareside/2 && event.count%5===0){
//     //square2 reverse
//        if (square2.position.x> square1.bounds.bottomLeft.x-10-squareside/2 && square2.position.x <500 ){
        walk(square2, event, -1);
      square2.rotate(Math.sin(theta)*10);    }


 if (event.time<6.5 && event.time<15 && square3.position.x <= view.size.width/2-squareside*2*.85 && event.count%5===0){
        walk(square3,event,1)}


 else if (event.time>6 && event.time<15 && square3.position.x> square2.bounds.bottomLeft.x-10-squareside/2 && event.count%5===0){
       //square3reverse


        walk(square3, event, -1);
        square3.rotate(Math.sin(theta)*40);
        }

 if (event.time<6.5 && event.time<7 && square4.position.x <= view.size.width/2-squareside*3*.85 && event.count%5===0){
    walk(square4,event,1)}


 else if (event.time>7 && event.time<8.15 && square4.position.x> square4.bounds.bottomLeft.x-10-squareside/2 && event.count%5===0){
       //square4reverse
       walk(square4, event, -1);
         }



//ANGER PASSING
if (event.time>8 && event.time<10 && event.count%2==0)
        {
        moveUp(square1,event);}
else if(event.time>8 && event.time<10){moveDown(square1,event);}

if (event.time>10 && event.time<12 && event.count%2==0)
       {moveUp(square2,event);}
       else if(event.time>10 && event.time<12){moveDown(square2,event);}

if (event.time>12 && event.time<15 && event.count%2==0)
       {moveUp(square3,event);}
       else if(event.time>12 && event.time<15){moveDown(square3,event);}

if (Math.round(event.time)>=13 && Math.round(event.time) <= 15 && event.count%60==0){
    square4.scale(.85);
    square4.opacity -= 0.1;
    }

//SEPARATION
if (event.time>15 && event.time<29){
    destination1=new Point(view.size.width-squareside, squareside+20);
    destination2=new Point(view.size.width-(squareside*2+10), squareside+20);
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```
        destination3=new Point(view.size.width-(squareside), squareside*2+30);
        vector1 = destination1 - square1.position;
        vector2 = destination2 - square2.position;
        vector3 = destination3 - square3.position;
        cruise(square1,event,vector1,destination1,185);
        cruise(square2,event,vector2,destination2,185);
        cruise(square3,event,vector3,destination3,185);
    }
    //EXCLUDED TEXT
    // if(event.time>25 && event.time<28){
    //      excludedText.content = "excluded...";
    //      }
    // else{excludedText.content = "";}


    //FRUSTRATION and PANIC
 if (event.time>16 && event.time<18 && event.count%2==0)
                {moveUp(square4,event);}
 else if(event.time>16 && event.time<18){moveDown(square4,event);}


    if (event.time>26 && event.time<28 && event.count%2==0)
                {moveUp(square4,event);}
    else if(event.time>26 && event.time<28){moveDown(square4,event);}


    if (event.time>29 && event.time<29.5 ){
      destination4=new Point(view.size.width-squareside*3, view.size.height-squareside/2);
      vector4 = destination4 - square4.position;
      cruise(square4,event,vector4,destination4,10)
      }
 if (event.time>29.5 && event.time<30 ){
      destination4=new Point(view.size.width-squareside*9, view.size.height-squareside/2);
      vector4 = destination4 - square4.position;
      cruise(square4,event,vector4,destination4,10)
      }


 if (event.time>30 && event.time<30.5 ){
      destination4=new Point(view.size.width-squareside*3, view.size.height-squareside/2);
      vector4 = destination4 - square4.position;
      cruise(square4,event,vector4,destination4,10)
      }


    if (event.time>30.5 && event.time<32 ){
        destination4=new Point(view.size.width-squareside*9, view.size.height-squareside/2);
        vector4 = destination4 - square4.position;
        cruise(square4,event,vector4,destination4,10)
        }
//THINKING and RUNAWAY
 if (event.time>32 && event.time<34 && event.count%5===0){
    if (square4.position.x < view.size.width/2 && event.count%2==0){
    walk(square4, event, 1);}
 }
 if (event.time>34 && event.time<37 && event.count%5===0){
    if (square4.position.x < view.size.width/2-20 && event.count%2==0){
    walk(square4, event, -1);}
```

```
    }
if (event.time>38 && event.time<40 && event.count%2==0){moveUp(square4,event);}
else if(event.time>38 && event.time<40){moveDown(square4,event)}

if (event.time>39 && event.time<40){square4.rotate(1)}

if(event.time>40 && event.time<50){
    destination4=new Point(view.size.width-squareside*3, view.size.height-squareside/2);
    vector4 = destination4 - square4.position;
    cruise(square4,event,vector4,destination4,300)
    square4.rotate(6);
}
    // if(event.time>42 && event.time<48 &&event.count%120==0){
    // square4.scale(1.15)}


if (event.time>45 && event.time<49){
    destination1=new Point(Math.floor((Math.random()*100)+1), Math.floor((Math.random()*1200)+1));
    destination2=new Point(Math.floor((Math.random()*200)+1), Math.floor((Math.random()*1000)+1));
    destination3=new Point(Math.floor((Math.random()*300)+1), Math.floor((Math.random()*1110)+1));
    vector1 = destination1 - square1.position;
    vector2 = destination2 - square2.position;
    vector3 = destination3 - square3.position;
    cruise(square1,event,vector1,destination1,10);
    cruise(square2,event,vector2,destination2,10);
    cruise(square3,event,vector3,destination3,10);
}

if (event.time>43 && event.time<50 && event.count%120==0){
    destination4=new Point(view.width/2-squareside, view.width/2-squareside)
    vector4 = destination4 - square4.position;
    cruise(square4,event,vector4,destination4,10)
    }

if(event.time>42 && event.time<45){
        square4.scale(.99)}

if (event.time>49 && event.time<60){
    destination1=view.center-(squareside/2+10);
    destination2=new Point(square1.position.x+(squareside+20), square1.position.y);
    destination3=new Point(square1.position.x-5, square1.position.y+(squareside+10));
    vector1 = destination1 - square1.position;
    vector2 = destination2 - square2.position;
    vector3 = destination3 - square3.position;
    cruise(square1,event,vector1,destination1,70);
    cruise(square2,event,vector2,destination2,70);
    cruise(square3,event,vector3,destination3,70);
}

if(event.time>48 && event.time<60){
    square5.position=view.center+squareside/2;
    square5.opacity+=.0125;
            }
```

```
};
     </script>
   </body>
</html>
```