**Paint Prototype**

**Acknowledgments**

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**Project overview**

This repository contains a simple **Paint Program** created as part of the *Game Development 1 for Beginners* course using Processing Python mode.

**Installation**

1. Download and install Processing.
2. Make sure to enable **Python Mode** in Processing:
   * Open Processing.
   * Go to the **"Mode"** drop-down menu at the top right.
   * Select **Python** mode from the list.
3. Clone or download this repository to your local machine.
4. Open the paint\_prototype.pde file in Processing.

**Usage**

1. Launch **Processing**.
2. Open the paint\_prototype.pde file from this repository.
3. Click the **"Run"** button in Processing to start the paint program.
4. You can now draw on the canvas using multiple shapes (quad, triangle, and rectangle) with different colors.

**Code Functionality**

The paint program fulfills the following grading rubric:

* **Brush Shape**: Different shapes like quads, triangles, and rectangles are used as brushes.
* **More than Two Colors**: The program includes more than two colors for the shapes.

**Example Code Snippet**

def setup():

size(400, 400) # Set the canvas size

background(255, 0, 0) # Set the background color to red

noStroke() # No stroke for the background

def draw():

fill(255, 255, 255) # White fill for the quad

stroke(0, 255, 0) # Green stroke for the quad

quad(38, 31, 86, 20, 69, 63, 30, 76) # Draw a quad

fill(0, 0, 255) # Blue fill for the triangle

stroke(200, 150, 20) # Custom stroke for the triangle

triangle(130, 175, 158, 120, 186, 175) # Draw a triangle

fill(0, 0, 0) # Black fill for the rectangle

stroke(200, 150, 20) # Custom stroke for the rectangle

rect(0, 40, 30, 20) # Draw a rectangle