background(219, 255, 255);

fill(189, 78, 19);

triangle(202, 34, 370, 152, 35, 150);

fill(255, 255, 255);

rect(60, 150, 280, 207);

fill(120, 80, 19);

rect(180, 280, 40, 77);

var grass = getImage("cute/GrassBlock");

//Brick exterior

for (var countX = 60; countX <= 337; countX += 12){

// Columns

for(var countY = 151; countY <= 350; countY += 20){

// Use Variables from the For Loops to set Rectangle Positions

rect( countX, countY, 12, 24 ) ;

}

}

fill(214, 202, 184);

rect(178, 281, 53, 74);

fill(214, 202, 184);

//windows

for(var i=2; i<11;i++){

rect(i\*31,169,29,67);

}

//porch roof

fill(189, 78, 19);

triangle(206, 216, 247, 281, 161, 282);

// draw

strokeWeight(14);

point(219, 319);

var x= 97;

var x = 0;

while(x<400){

image (grass,x,306);

x +=98;

}

image(getImage("cute/TreeTall"), 0, 288, 83, 112);

image(getImage("cute/TreeTall"), 347, 248, 56, 146);