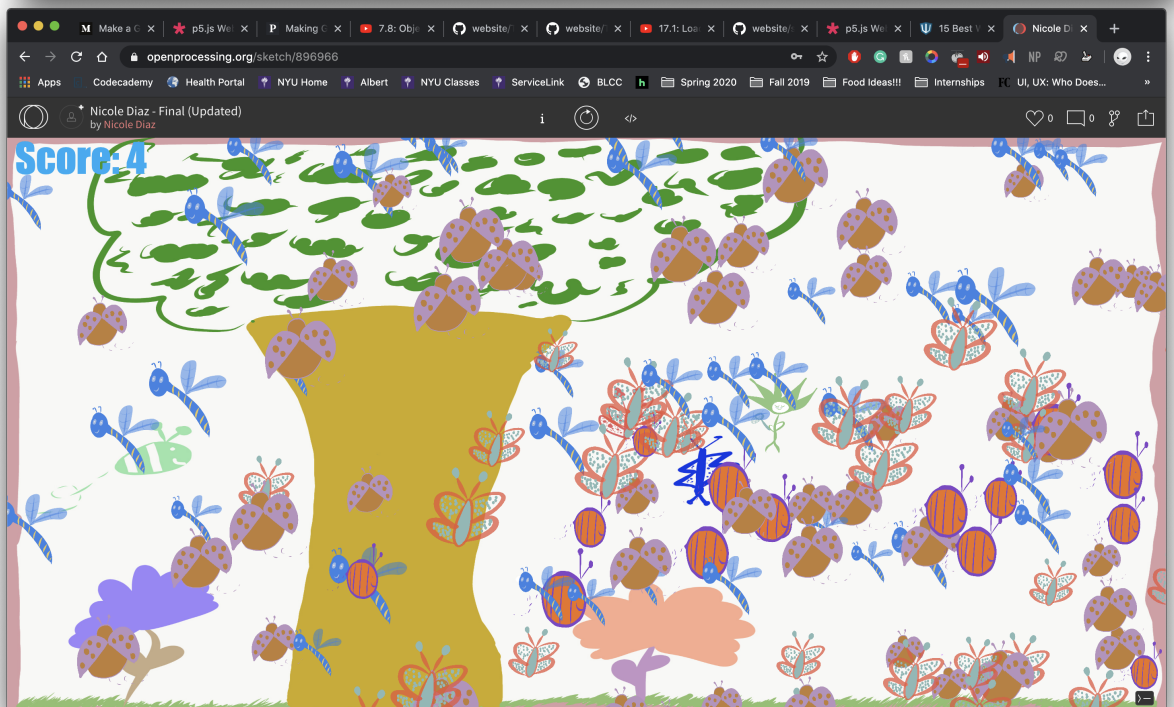
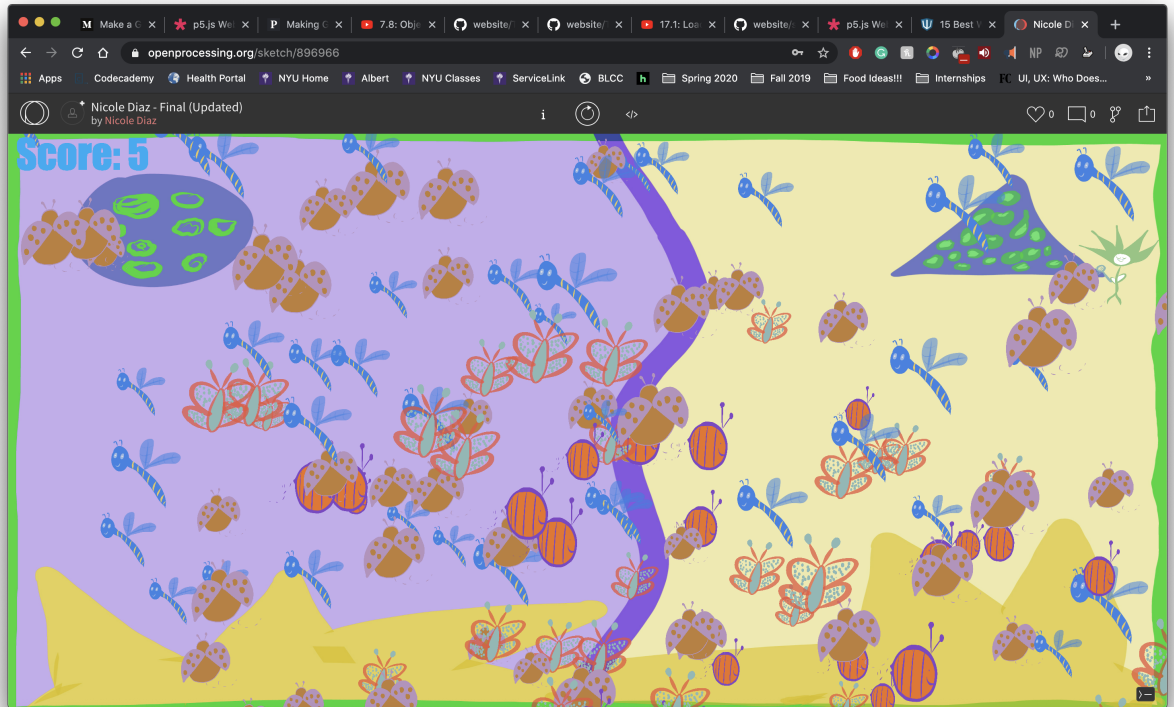


Documentation of your final project:

- Take several screen shots of application running. Infact, [shoot a short video of the screen](#). Get good, crisp, well lit, clear shots.
 - [Video link](#) (<https://drive.google.com/file/d/1wjhg5EhCW7F77ZArwuD8Cv84c2ZDnZxv/view?usp=sharing>)



-
- copy and pasted 2-3 screen shots of code into Sublime that you are most proud of

```
60
61 // start screen so they can pick the
62 function startScreen() {
63   background('#d7c3d7');
64   textSize(32);
65   fill(255);
66   text('welcome to the catching bug game', width / 2 - 140, height / 2 + 10);
67   textSize(24);
68
69   text('up arrow =', width / 2 - 215, height / 2 + 70);
70   image(player1, width / 2 - 200, height / 2 + 75, 100, 100);
71
72   text('down arrow =', width / 2 - 315, height / 2 + 170);
73   image(player2, width / 2 - 315, height / 2 + 175, 100, 100);
74
75   //title
76   textSize(48);
77   fill(255);
78   text('Catch le Bugs!', width / 2 - 160, height / 2 - 150);
79   image(bees, width / 2 - 230, height / 2 - 150, 50, 50);
80   image(ladybug, width / 2 - 180, height / 2 - 160, 50, 50);
81   image(butterfly, width- 180, height- 160, 50, 50);
82   image(dragonfly, width- 140, height- 110, 50, 50);
83
84
85
86 } // initialize the start screen upon starting the code.
87
88 function draw() {
89   changeScene();
90
91   // score board!
92   textSize(50);
93   textFont('Impact');
94   text("Score: " + score, 10, 45);
95
96
```

```

161 ▼ function scene1() {
162     background(backdrop);
163     image(player, cx, cy, cr, cr);
164     cx += (targetX - cx) * easing;
165     cy += (targetY - cy) * easing;
166
167     //all butterflies
168
169     //other butterdlies
170 ▼ for (let i = 0; i < bubbles.length; i++) {
171     bubbles[i].move();
172     bubbles[i].show();
173 ▼ }
174
175     // score board!
176     fill('#03a9f4');
177     textSize(50);
178     textFont('Impact');
179     text("Score: " + score, 10, 45);
180
181
182 }
183
184 ▼ function scene2() {
185     background(backdrop2);
186     image(player, cx, cy, cr, cr);
187     cx += (targetX - cx) * easing;
188     cy += (targetY - cy) * easing;
189
190     //all butterflies
191
192     //other butterdlies
193 ▼ for (let i = 0; i < bubbles.length; i++) {
194     bubbles[i].move();
195     bubbles[i].show();
196 ▼ }
197
198     // score board!
199     textSize(50);
200     textFont('Impact');
201     text("Score: " + score, 10, 45);
202 }
203

```

- concept paragraph answering the following: What is your piece about? What's the concept? Is it interactive, responsive or time based?, name of piece
 - This piece, Catch Le Bugs, was inspired by the popular quarantine game, Animal Crossing Pocket Camp, since I do not have a Switch. In the game, characters can catch butterflies, beetles, and even fish. In my game, I wanted to focus on the bug part of this; butterflies, ladybugs, dragonflies, and even bees. This interactive game allows player to choose their character and then are thrown right into the action of the bugs.
- **Direct message me the above documents and post them to your github repo for the final project**