Create your own Creature

Learning Goals

- **Plan first, code second!**
- Practice using the functions that we learned in class
- Practice working with the graphics coordinate system
- Use creativity to create your own masterpiece

Your Creature

Design and create a creature. **You *must* loosely sketch your creature on graph paper *before* beginning to code.**

Your creature should have *at a minimum*:

- 1+ head(s)
- 1+ eye(s)
- 1 torso
- 2+ appendages

Additionally, it must:

- Use at least 3 different shapes
- Use at least 3 different colors
- Have at least 1 exact duplicate feature that is offset from the original (e.g. two identical legs that are 100 pixels apart)

You are encouraged to be creative and welcomed to use anything you find in the p5.js documentation (p5js.org/reference/).

Tips

- Run your program after every few lines to make sure you do not have typos and that it is functioning as you intend it to
- Pick a color scheme.
  - If you're not great at picking a color scheme (I'm not), then utilize a tool like color.adobe.com
- Pick a few colors that you like and comment the RGB color codes at the top of your program so you don't forget what they are
  - Better yet, utilize Color (p5js.org/reference/#/p5/color) variables with meaningful variable names (not `c` like in the examples)!
- "Chunk" your code into meaningful sections like where you make the head, or the main body, or

arms, etc.
- Add a comment (e.g. `//head`) to each chunk of your code clearly describing what it does.