

Creature Version 2.0

Learning Goals

- Identify and build on programming patterns
 - In this case, use the background color changing example to change the creature's color instead
 - Also, use the keyPressed example to figure out how to create change on a mouse press
- Find built-in functions to use from p5.js's API
- Create and use functions to repeat similar code

Modifying your Creature

1. Instead of chunking your code with whitespace and comments, chunk your code using functions that you define.
 - Make sure that your function names are meaningful
 - Make sure that you both define AND call your functions
 - Note that the order in which you call your functions is the order in which they execute (this affects layering!)
2. Make your creature change colors on a *key press* instead of the background
3. Make your creature sleep (close eye(s) and anything else you want) when the *mouse is pressed*
4. Add a sky and 2+ clouds to the background of your sketch
 - You should *define your own cloud function that takes parameters* for where to place the cloud; optionally, you may also pass a variable height and width for your cloud