p5.js Learnings

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| What is p5.js? |  |
| What is “the documentation”? What can you find in it? |  |
| Explain the graphics coordinate system in p5.js. |  |
| What is a function and why is it useful? |  |
| What is a keyword? List 3 example keywords in p5.js |  |
| What is the difference between implementing and calling a function? |  |
| What is a variable? Why would you use a variable in code? |  |
| What is the purpose of an if-statement? Why would you use on in code? |  |
| Describe an obstacle you encountered this week working in p5.js. How did you overcome it and what did you learn? |  |
| Notes from the instructor/TA on your Creature 2.0 |  |
| Notes from the instructor/TA on your Cookie Monster Game |  |
| Notes from the instructor/TA on your Pong Game |  |