IG Algorithm Art Psudo Code

Variables:

* let myDots [];
* let myCreator;

Setup:

* Canvas();
* Background(Black);

Draw:

* myCreator = new Creator(size)
* For(one run every second infinitel){
  + d = New Dot(random initial x velocity, random y velocity, white);
    - No stroke; line following dot
  + myDots.add();
* for(dot in myDots){
  + dot.Move(update position with x and y velocities)
    - Makes sure bounces off walls in move function
    - Draws streak behind dot
    - Check for collision with other dots (not lines)
* If collision (any 2 dots in myDots())
  + colorNew= random color
  + Dot1.colorChange(colorNew)
  + Dot2.colorChange(colorNew)
  + myCreator.colorChange(colorNew)

class Dot()

* new Dot(velX, velY, color)
* Move(int x, int y){
  + Dot.setX(dot.getX+x);
  + Dot.setY(dot.getY+y);
* Streak()
  + Draw line at dot.x and dot.y
* colorChange(color)
  + this.color = color

Function collision(takes array of dots)

* If collision between any 2 🡪 return true
* Else 🡪 return false

Class Creator()

* New Creator(size)
  + Size
  + X,y location
  + color
* colorChange(color)
  + this.color = color
  + Pulse
* Pulse()
  + This.size \* 2
  + This.size \*0.5