Width and Height are p5js variables and can be used inside of set up, draws, and functions within p5

Background should be before any code to ensure things go smoothly

Quotes are used for words

You always want a focal point to build around your character in order for changes and additions

Global variables are created before the function setup

When creating if statements, check it by using the console log

End draw loop (final curved bracket for entire project) before setting up functions