


Sketches of Weather

Long Island
County
Courts



Raining Day

→ sun more cost of
active mode
power mode

① random generation
of drops.

② continuous
movement
mode

③ bounds

④

⑤

⑥

⑦

⑧

⑨

⑩

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⑱


⑲


⑳

㉑

㉒

㉓





A2 Assignment Ideas

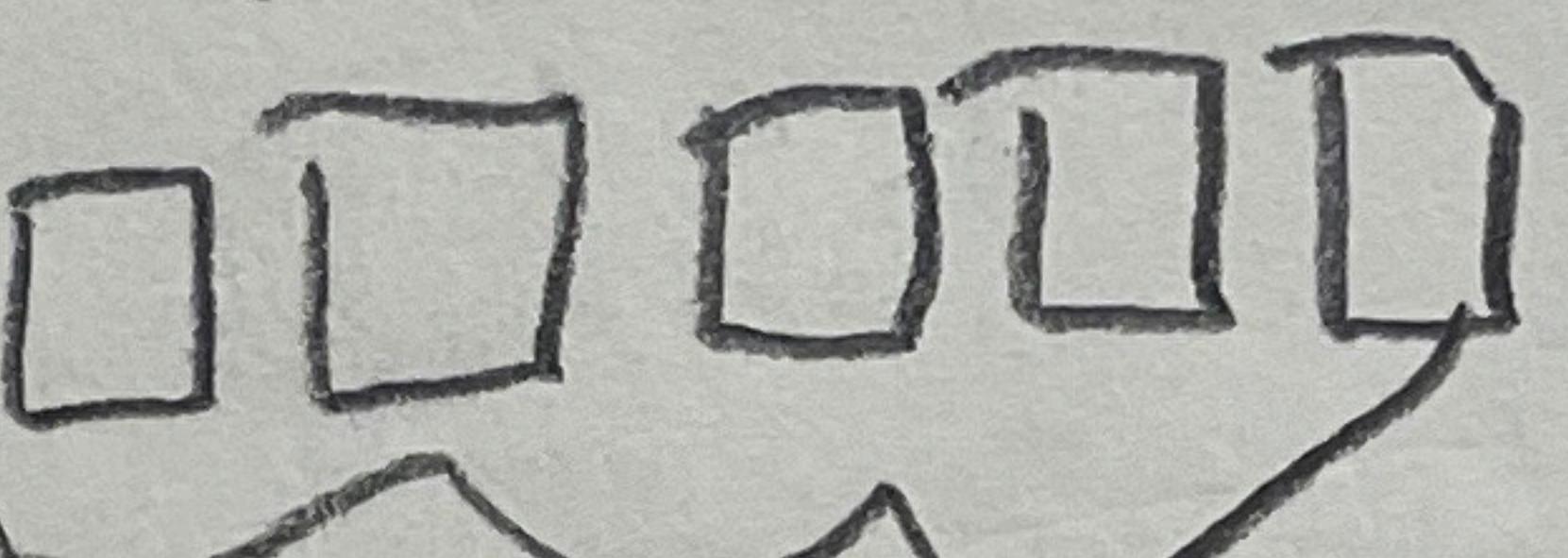
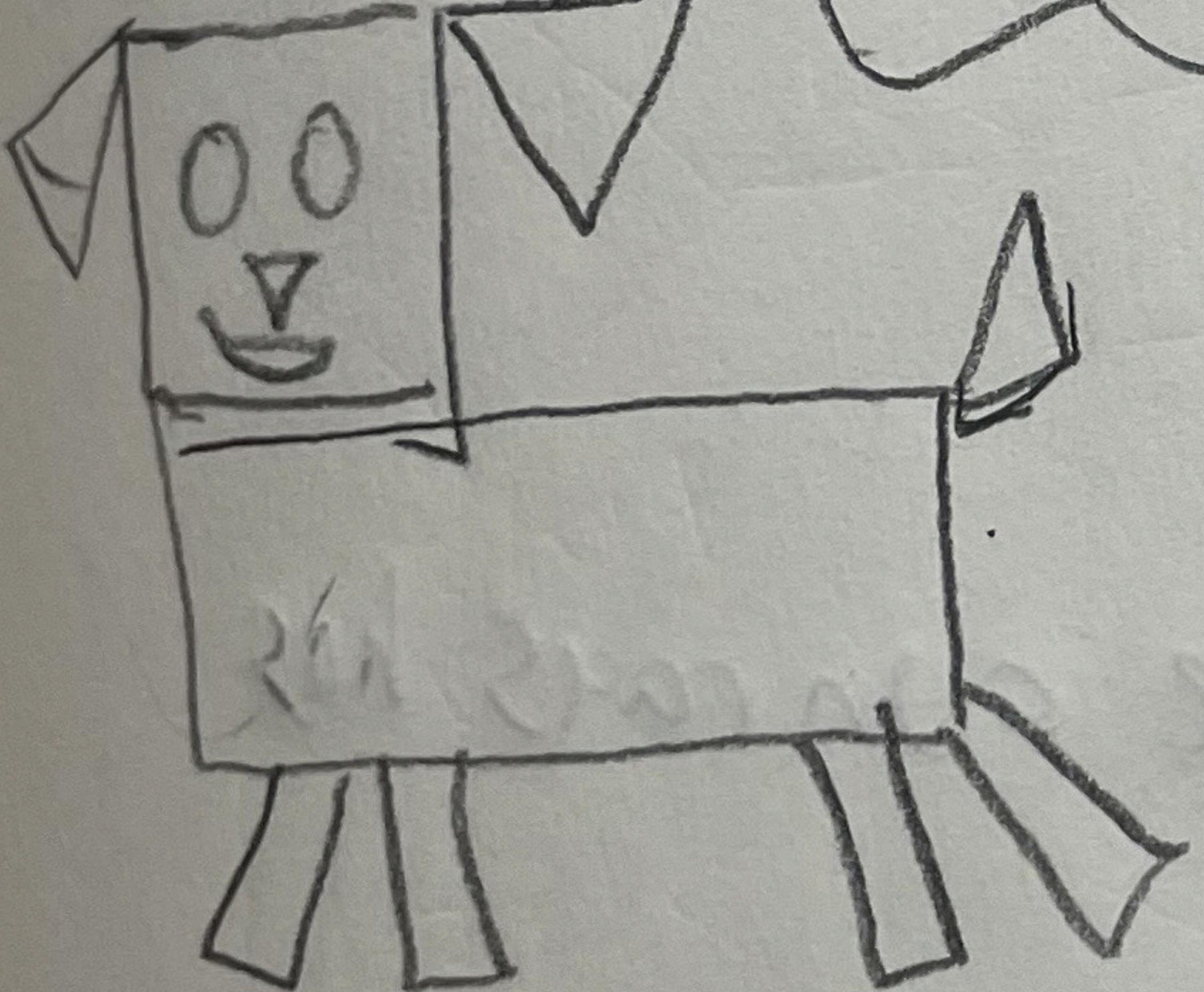
1 Ideas

colouring book vibes?

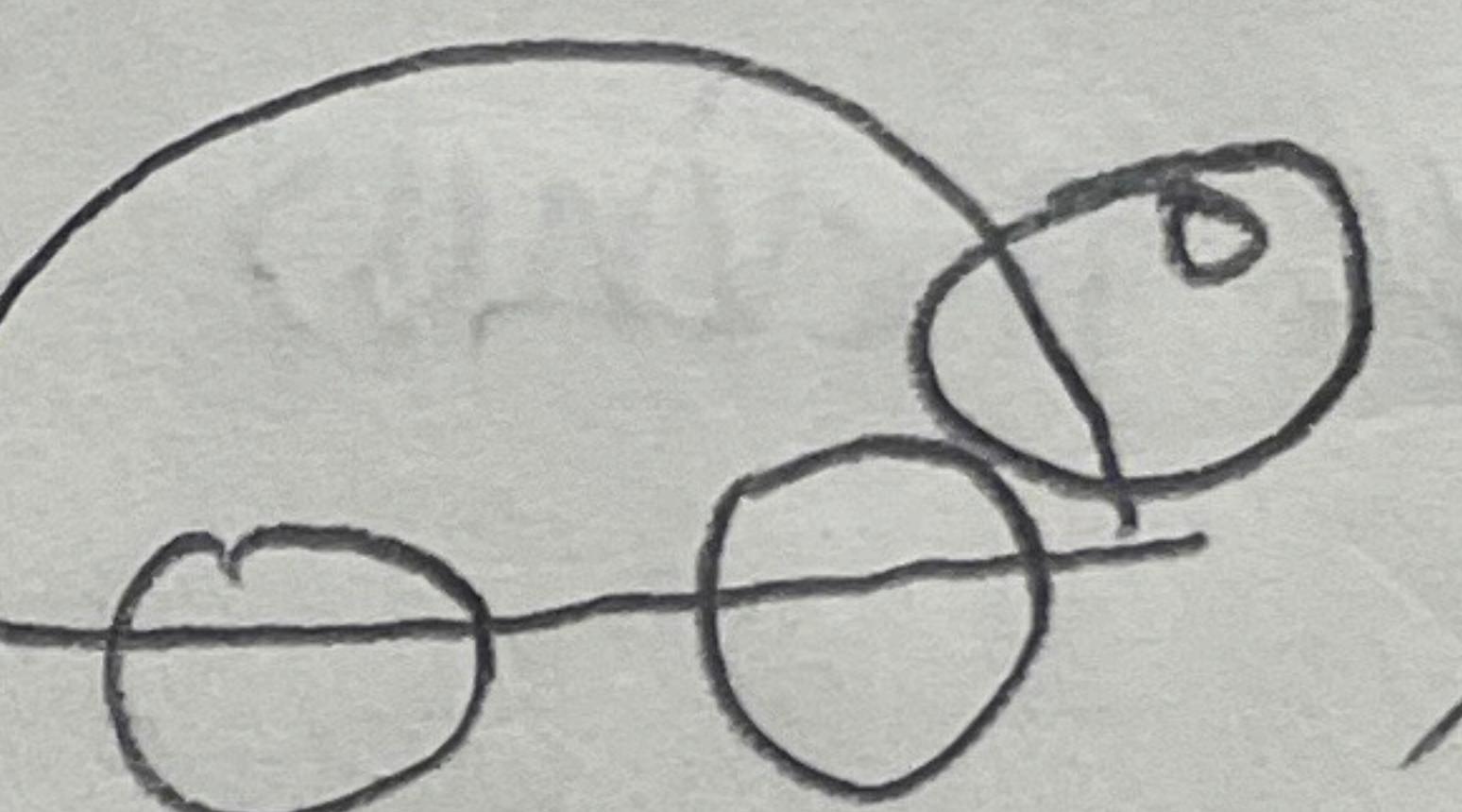
multiple shapes

→ Define colours for user to click

→ Space to delete/refresh?



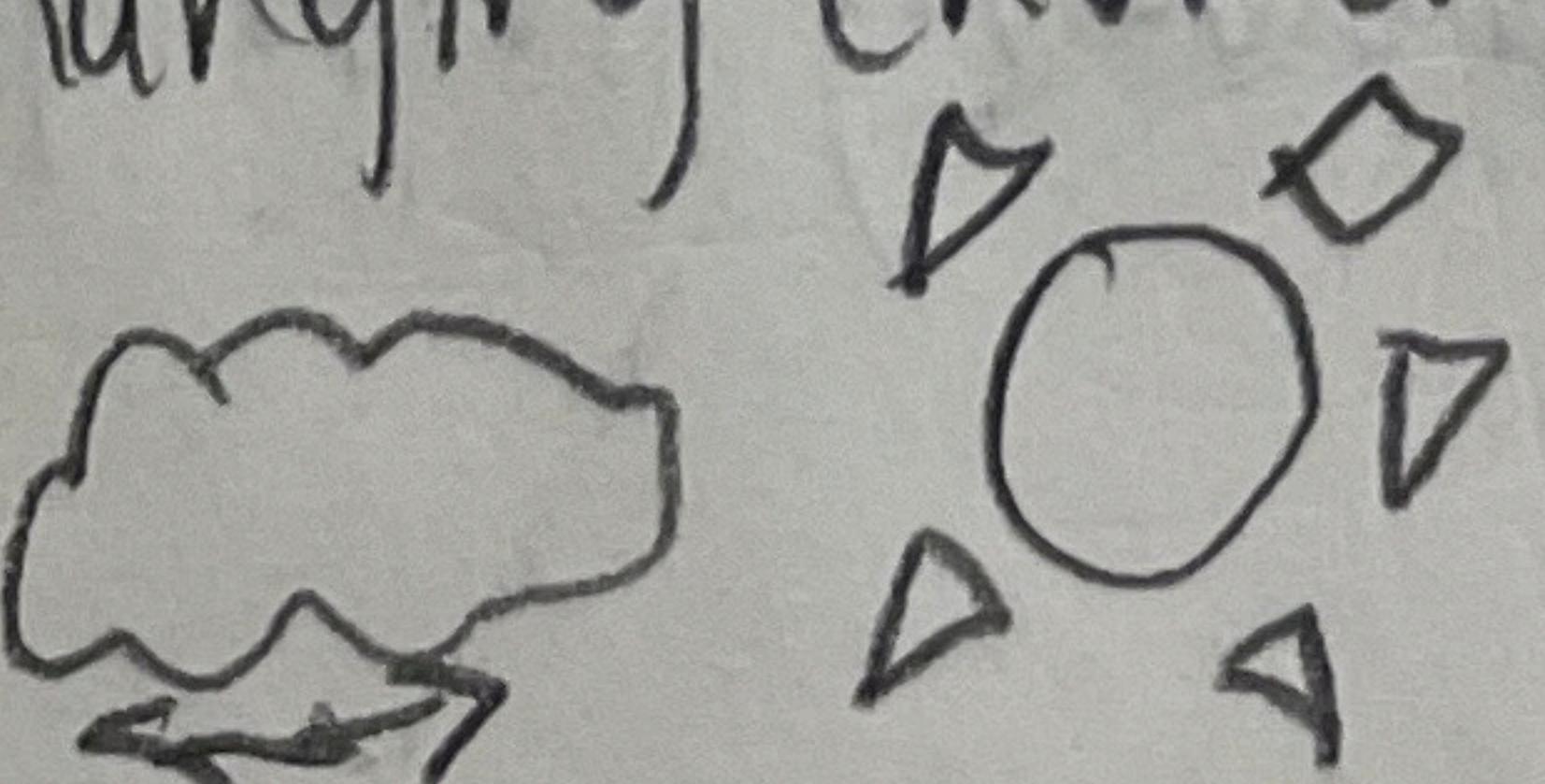
colour palette



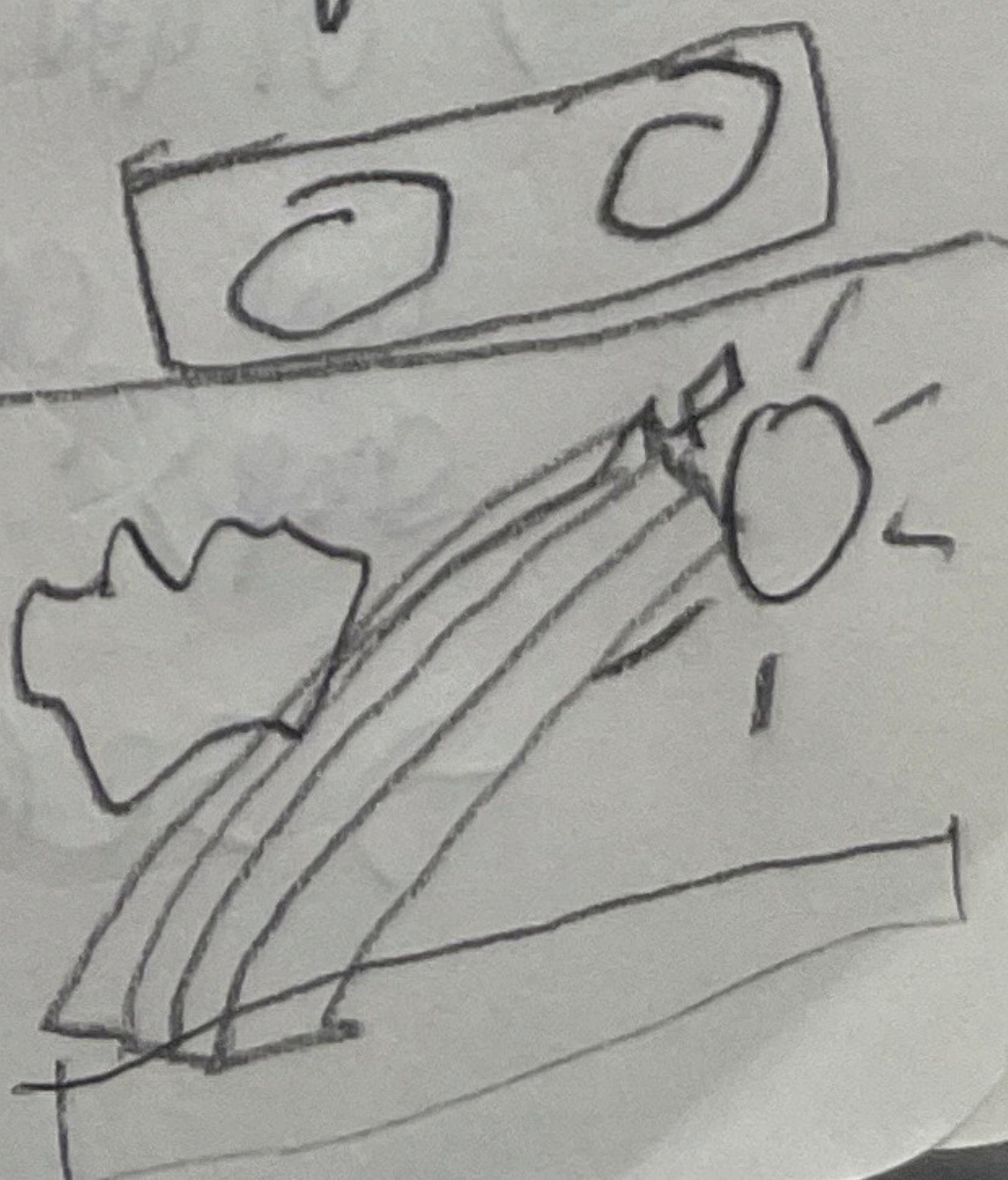
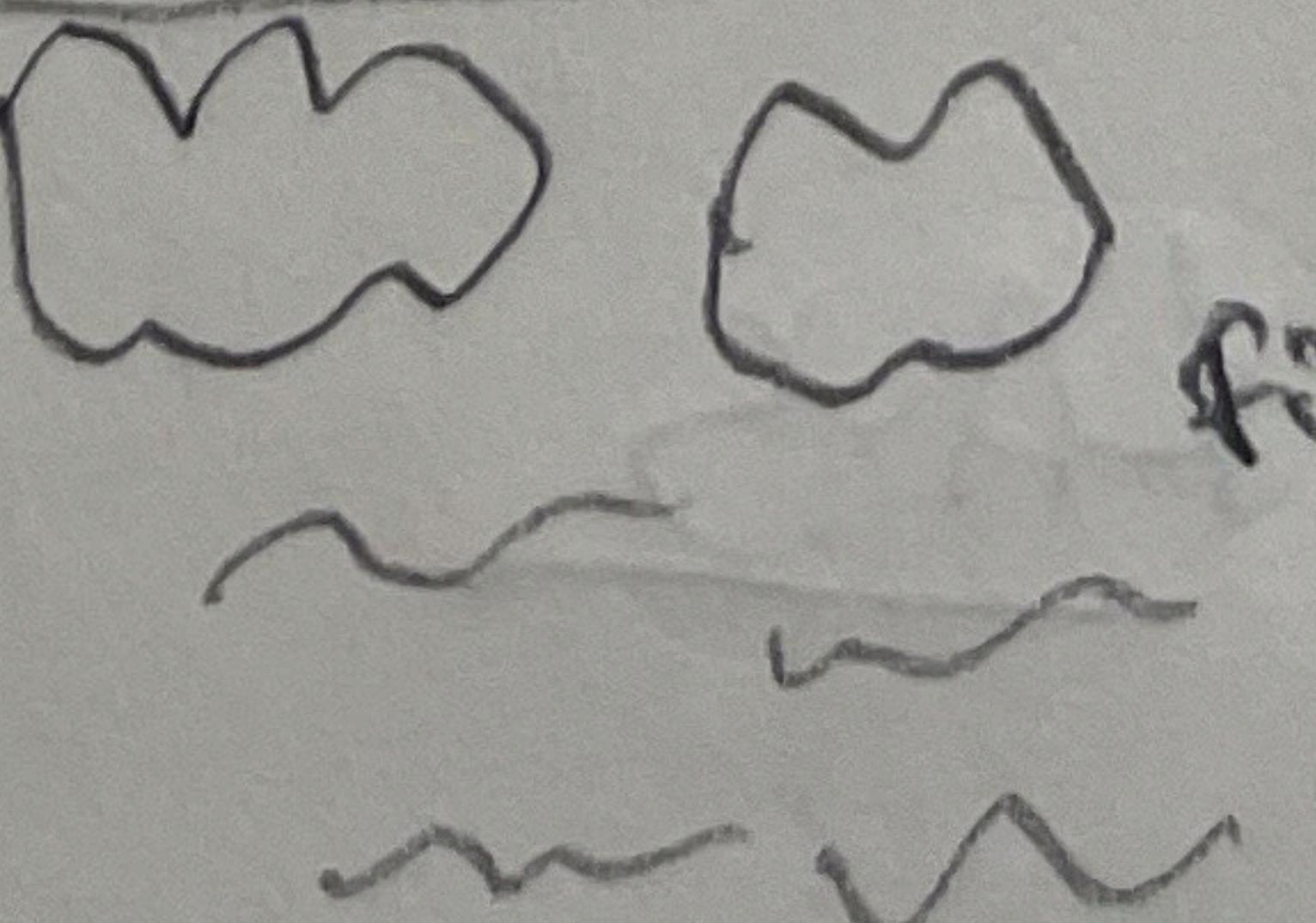
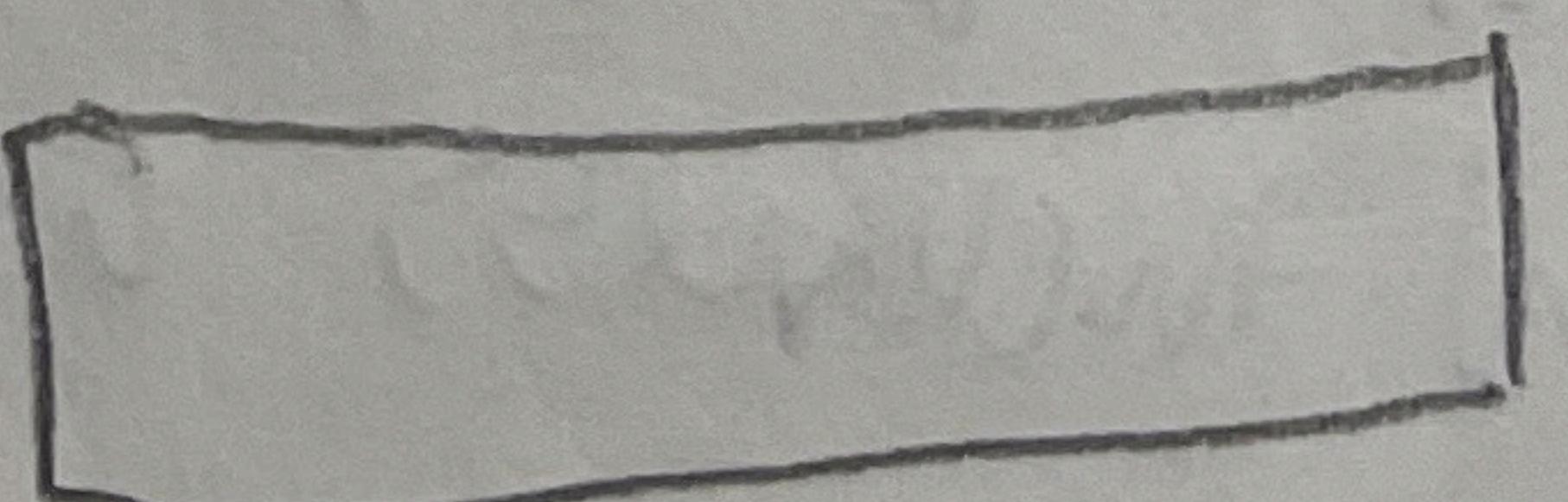
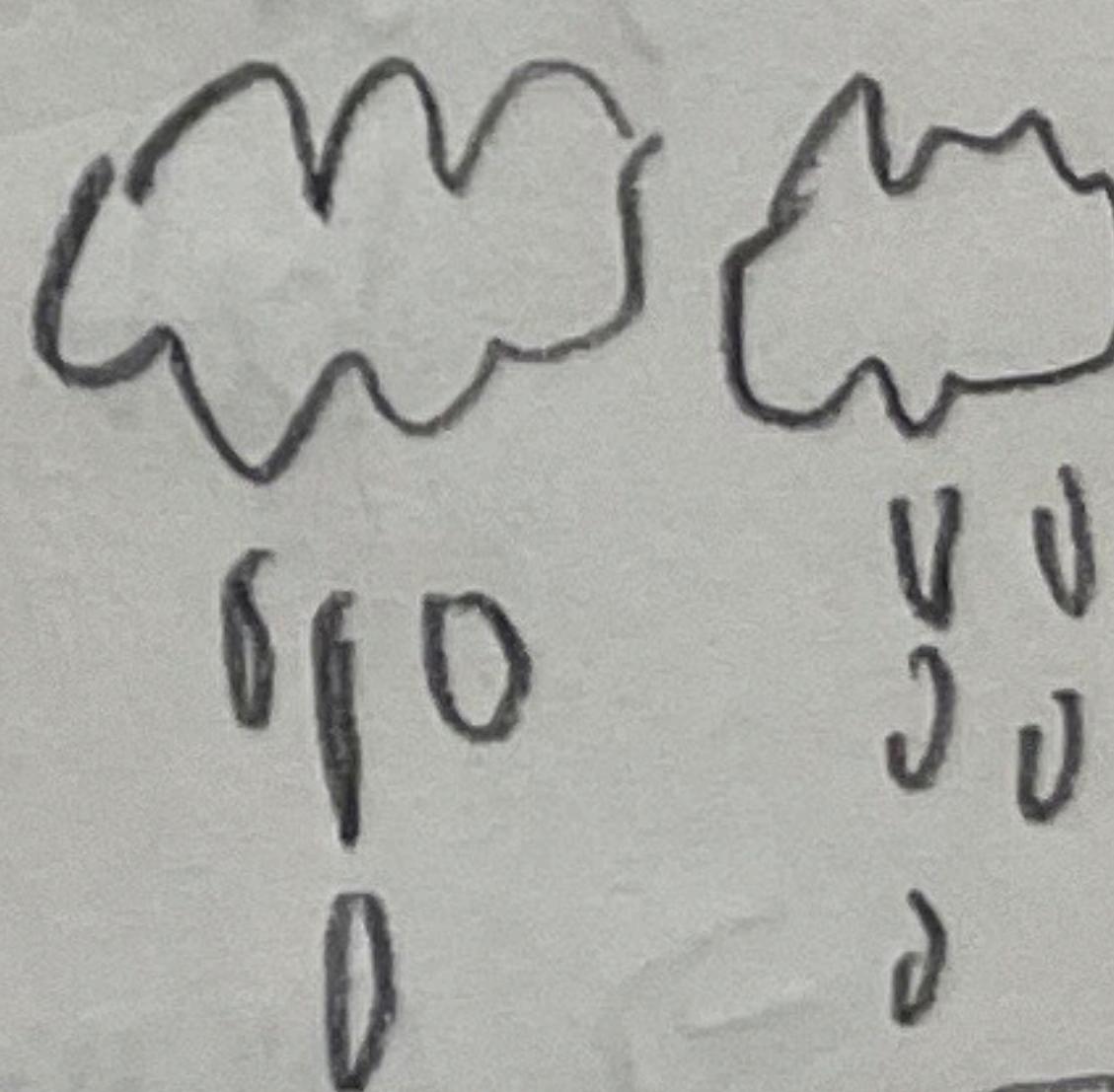
easter?

Once, colouring is done, shape moves?

② changing environment

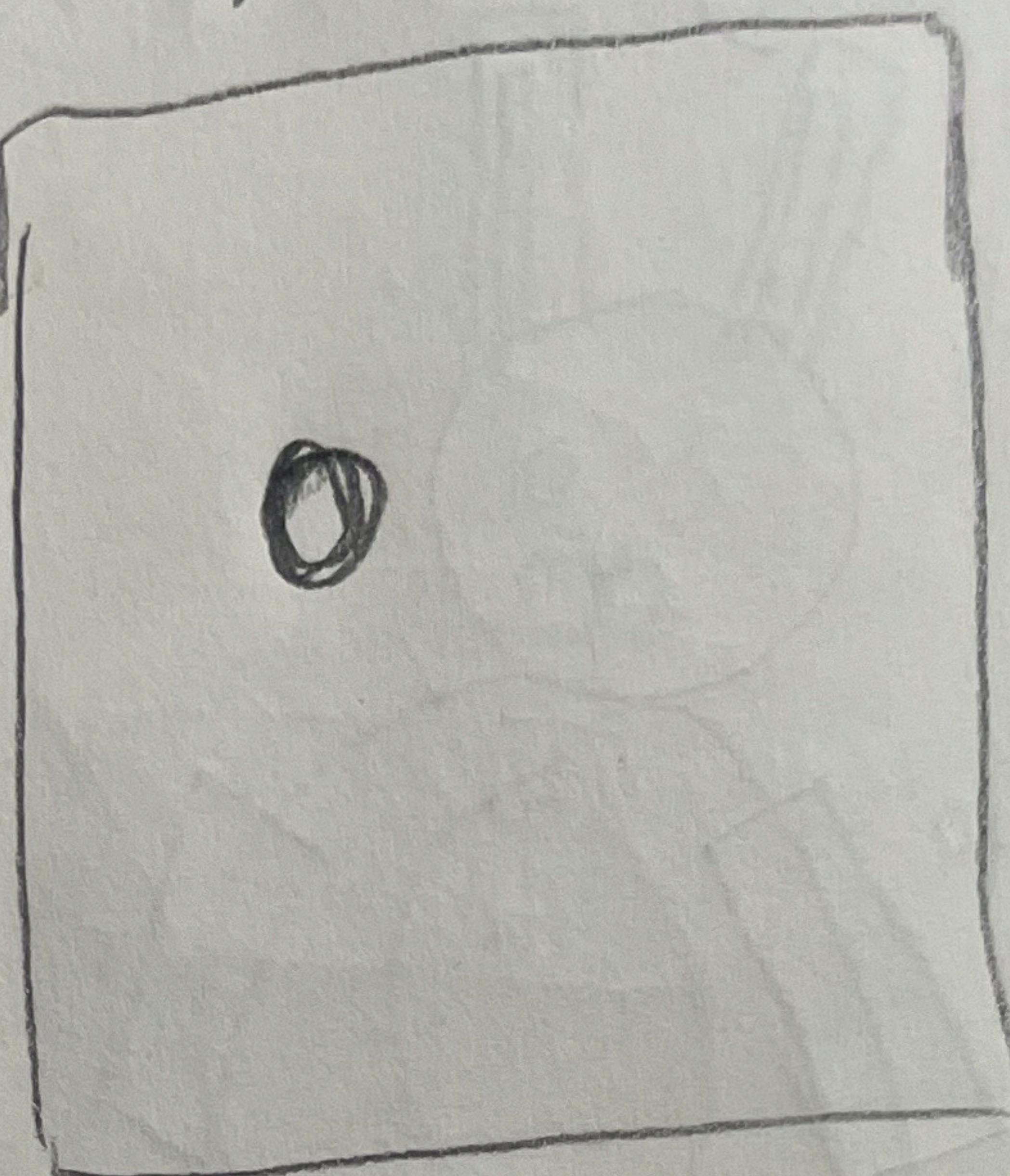


→ this moves?
click?



③ mouse click by chasing moving image
based on speed, kind of like atom tabs

→ Change
→ V



moving dot

→ speed gets
progressively
faster

2 + ar

→

2 + I

→

mouse.leftbutton

mousebuttonstate.Pressed → boolean => 0 or 1

Stroke Thickness

New I

→ V

Changing Environment

Issues

→ getting to draw the sun rays has
been tough?

→ draw.line vs drawing triangles are
better?

→ draw the sun rays → but now the
line colour and thickness applies to all
shapes?

→ SCRATCH RAYS

User in

ghost

arrays

systems

→ cro

age
n tasks

- change scene to raining scene
- hold space bar

def.
d gets
resatively
gr

- 2+ arrays
- rain speed?

- 2+ loops ✓
- cloud creation
- rain drops?

0 or 1

New Idea Ghost scene light up?

- keep moving clouds from weather changer
Idea

- use same movement for fog
- ghost? similar to pacman
- check class notes

User input in effect stars and ghost pop up?

ghost use capsule code? or ellipse?

all th.

arrays
→ stars
→ cross

loops ✓
→ many with
background creation