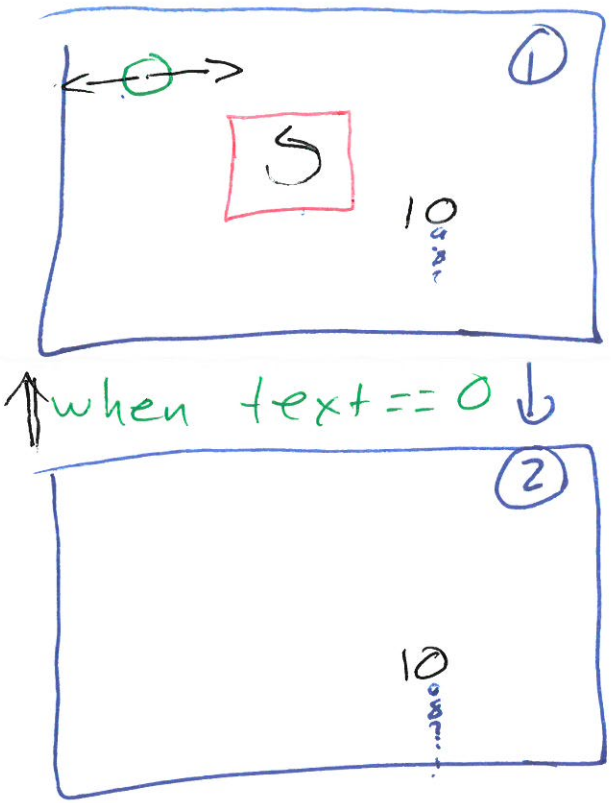
Day 5 "Game"



Scenes

- Scene 1
- Scene 2

Game Objects

- TextTimer
- Green Circle
- Rotating Square

Components

- Circle Component
- Rectangle Component
- Text Component

Behaviors

- Circle Behavior
- Square Behavior
- Text Behavior

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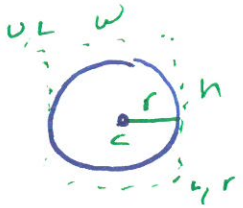
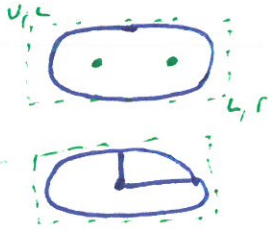
Drawing Circles & Ellipses



ways to define a circle:

- center + radius
- center + diameter
- ~~center +~~



- U,L + L,r
- center, f1, f2

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