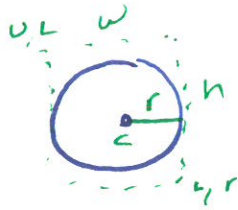


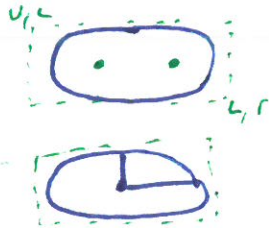
Drawing Circles & Ellipses



ways to define a
circle:

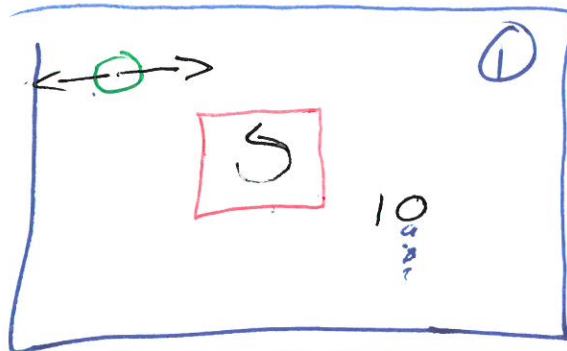
- center + radius
- center + diameter

~~center +~~

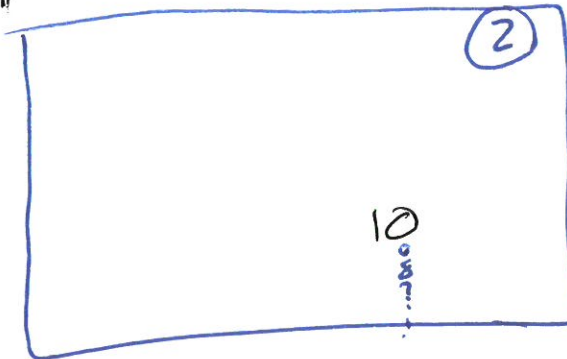


- $u, l + l, r$
- center, $f1, f2$

Day 5 "Game"



↑ when text == 0 ↓



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

Game Engine Simbling Components

Scene 1

Game Object `countDownText`

└ `Text Component` — Draws current time

└ `Text Behavior` — Updates current time

1. Access Game Object
2. Get the Text Component Reference
3. Update Text Component String