

# WORLD

```
function draw() {} →
```

```
drawSprites()
```

```
playSound(url, loop) ←
```

```
stopSound(url) ←
```

```
keyDown(code)
```

```
keyWentDown(code)
```

```
keyWentUp(code)
```

```
mouseDidMove()
```

```
mouseDown (button)
```

```
mouseWentDown (button)
```

```
mouseWentUp (button)
```

```
mouseIsOver (sprite)
```

```
mousePressedOver (sprite)
```

```
World.allSprites
```

```
World.width
```

```
World.height
```

```
World.mouseX
```

```
World.mouseY
```

```
World.frameRate
```

```
World.frameCount
```

```
// Comment
```

# DRAWING

```
background (color)
```

```
fill (color)
```

```
noFill ()
```

```
stroke (color)
```

```
noStroke ()
```

```
strokeWeight (size)
```

```
rect (x, y, w, h) ←
```

```
ellipse (x, y, w, h) ←
```

```
text(str, x, y) →
```

```
textAlign(horiz, vert)
```

```
textFont(font)
```

```
textSize(pixels)
```

```
arc(0, 0, 800, 800, 0, 90);
```

```
line(x1, y1, x2, y2)
```

```
point(x, y) // Comment
```

```
regularPolygon(200, 200, 5, 50);
```

```
shape(200, 0, 0, 400, 400, 400); →
```

# MATH

+

!=

&&

-

>

||

\*

>=

!

/

<

==

<=

```
randomNumber (1, 10)
```

```
// Comment
```

# SPRITES

```
var sprite = createSprite(200, 200);
```

```
sprite.setAnimation(label)
```

```
sprite.x
```

```
sprite.y
```

```
sprite.velocityX
```

```
sprite.velocityY
```

```
sprite.scale
```

```
sprite.height
```

```
sprite.width
```

```
sprite.visible
```

```
sprite.rotateToDirection
```

```
sprite.rotation
```

```
sprite.rotationSpeed
```

```
sprite.debug
```

```
sprite.isTouching(target)
```

```
sprite.bounce(target)
```

```
sprite.bounceOff(target)
```

```
sprite.collide(target)
```

```
sprite.displace(target)
```

```
sprite.setCollider(type) →
```



```
sprite.nextFrame()
```

```
sprite.setFrame(frame)
```

```
sprite.shapeColor
```

```
sprite.setVelocity(x, y)
```

```
sprite.getScaledWidth()
```

```
sprite.getScaledHeight()
```

```
sprite.depth
```

```
sprite.bounciness
```

```
// Comment
```

# CONTROL

```
if ( ) {  
  
}
```

```
if ( ) {  
  
} else {  
  
}
```

```
// Comment
```

# VARIABLES

```
var x = 0;
```

```
var x;
```

```
x = 0;
```

```
console.log(message)
```

```
// Comment
```

# FUNCTIONS

```
function myFunction () {  
      
      
      
}
```

```
myFunction () →
```

```
// Comment
```