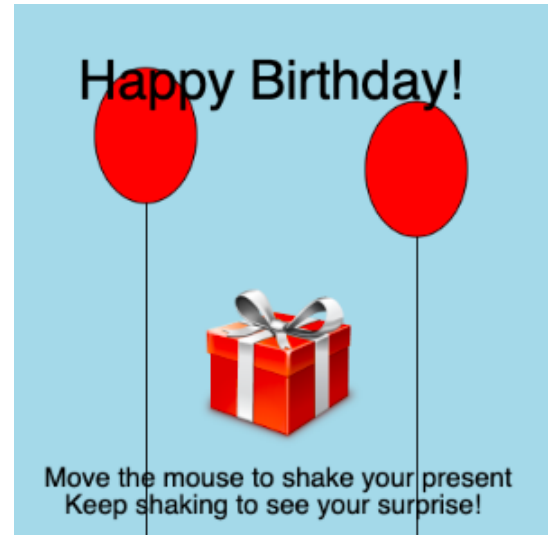
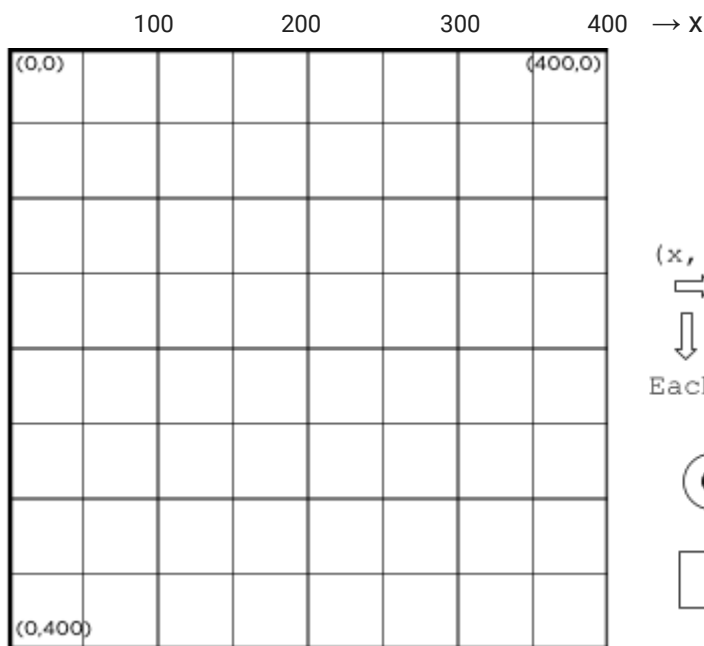


Criteria:



- Background
- Draw Loop
- At least 1 random number
- Multiple sprites and set animation
- Multiple properties updated in the draw loop
- Multiple use input using key presses and mouse movements
- If block inside the draw loop
- Boolean comparison block (eg., <, >, ==)
- At least 1 variable or property uses the counter pattern



Lesson 2 - Plotting Shapes (computer grid)



(x, y)
 ⇨ 0-400 on x-axis
 ↓ 0-400 on y-axis
 Each square is 50x50 pixels

-  Circles (ellipse block) are drawn from the center out
-  Rectangles are drawn from the upper left

Vocabulary:

- Bug - Part of a program that does not work correctly.
- Debugging - Finding and fixing problems in an algorithm or program.
- Program - An algorithm that has been coded into something that can be run by a machine.

Introduced Code:

- `ellipse(x, y, w, h)`
- `fill(color)`
- `rect(x, y, w, h)`

Examples:

```
fill("blue");
rect(350, 350);
ellipse(200, 200);
```

Lesson 16: Mouse Input

Vocabulary:

- `mouseDown` - checks if the mouse button specified is pressed.

New Code:

```
mouseDown(button)
```

Example:

```
var balloon = createSprite(200, 50);
balloon.setAnimation("balloon");
balloon.scale = 0.1;
}
function draw() {
  background("white");
  // If the mouse is down, move the balloon up, otherwise move it down
  if (mouseDown("leftButton")) {
    balloon.y = balloon.y - 1; ← sprite moves up
  } else {
    balloon.y = balloon.y + 1; ← sprite moves down
  }
  drawSprites();
}
```

Example:

```

var sprite = createSprite(200, 200);
sprite.setAnimation("giraffe");

function draw() {
  background("white");
  if(keyDown("h")) {
    sprite.setAnimation("hippo");
  }
  if(keyDown("p")) {
    sprite.setAnimation("pig");
  }
  if(keyDown("r")) {
  }
  drawSprites();
}

```

Lesson 4 - Shapes and Randomization

Vocabulary:

- Parameter - Additional information provided as input to a block to customize its functionality

Introduced Code:

- `background(color)` → put this at beginning (order matters)
- `ellipse(x, y, w, h)`
- `rect(x, y, w, h)`

Examples:

```

noStroke();
background("orange");

```

Vocabulary:

- Variable - A label for a piece of information used in a program.
- camelCase - the first letter of the variable is usually lower case, and each new word starts with a capital letter. This helps you see the words without spaces (spaces are not allowed in variable names)

New Code:

- `var x = _____;`
- `var x;`

Naming Rules:

- No spaces
- Can't begin with a number
- Spelling counts
- Case-sensitive

Example:

```
var eyeSize = 50;
```

↖label ↖value

equal sign means "gets" the value
eyeSize "gets" the value of 50

Lesson 15: Keyboard Input

Vocabulary:

- keyDown - detect whether a specific keys are being pressed down.

New Code:

```
if (condition) { statement1 } else { statement2 }
```

`keyDown (code)` - checks if the key specified is pressed.

`keyWentDown (code)` - generates a single true value when the key is pressed down, no matter how long a key is pressed.

`keyWentUp (code)` - checks if the key specified was released.

`mouseDown (button)` - checks if the mouse button specified is pressed.

Example:

```

var fruit = createSprite(200, 200);
fruit.setAnimation(▼ "apple");
fruit.scale = 0.1;
} sprite

function draw() {
  // Draw Background
  background(▼ "white");

  // Update Values
  fruit.scale = fruit.scale + 0.01;

  if (fruit.scale > 2) {
    fruit.setAnimation(▼ "pear");
  }

  // Draw Animations
  drawSprites();
}

```

Lesson 6: Random Numbers

Vocabulary:

randomNumber() - used to generate random numbers in your programs. The parameters set the minimum and maximum value that could be generated. You can use this block anywhere that you could write a number.

Introduced Code:

`randomNumber(min, max);` → the bigger the range, the bigger the movement

Examples:

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

```
var eyeSize = randomNumber(1, 100);
```

Lesson 7: Sprites

Vocabulary:

- Dot notation - the way that sprites' properties are used in Game Lab, by connecting the sprite and property with a dot.
- Property - A label for a characteristic of a sprite, such as its location and appearance
- Sprite - A character on the screen with properties that describe its location, movement, and look.

Introduced Code:

```
drawSprites()
```

```
var sprite = createSprite(x, y)
```

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

Examples:

↙location on the grid (x, y)

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

```
bottomRightSprite.setAnimation("alien");
```

←image in animation tab

```
drawSprites();
```

Lesson 14: Conditionals

Vocabulary:

- Boolean Expression - in programming, an expression that evaluates to True or False.
- Condition - Something a program checks to see whether it is true before deciding to take an action.
- Conditionals - Statements that only run when certain conditions are true.

Introduced Code:

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

```
__ != __
```

```
__ < __
```

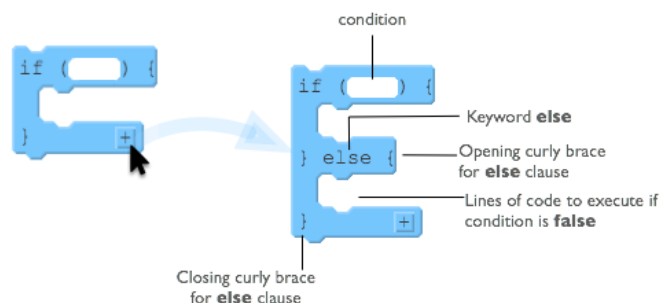
```
__ <= __
```

```
__ == __
```

```
__ > __
```

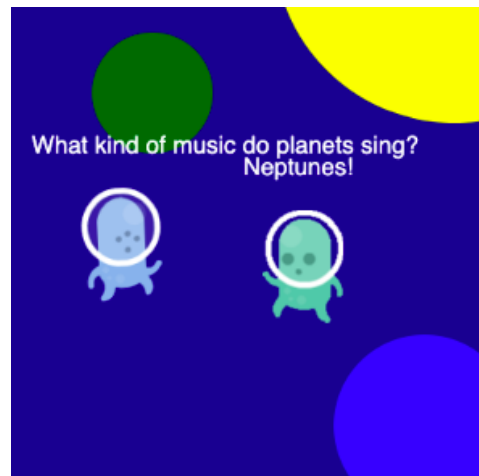
```
__ >= __
```

```
if (condition) { statement
```



Criteria:

- Background
- Multiple Sprites with multiple properties in the draw loop
- Text
- Sprite Movement
- Multiple variables and values are updated during the program.
- At least one variable or property uses the counter pattern



Lesson 8: Sprite Properties

Vocabulary:

- Property - A label for a characteristic of a sprite, such as its location and appearance

Introduced Code:

`sprite.rotation` - changes across

`sprite.scale` - changes up and down

`sprite.x` - rotate/spin

`sprite.y` - size {less than 1 is smaller, more than 1 is bigger}

`sprite.visible` - can see/not see

Examples:

```
palette.x = 100;
```

```
brush.y = 235;
```

```
note1.scale = 0.3;
```

```
note4.rotation = -16;
```

Vocabulary:

- `textFont` - changes the default font Arial
- `textSize` - changes the default size, 12 pixels
- `textAlign` - change where the text is displayed relative to the (x,y) position specified. The default is that (x,y) is the top left corner of the text.

Note:

Text that does not fit completely within the display area will not be drawn or seen. Use the fourth and fifth parameters to create a text box to display the text in with automatic line wrapping.

Introduced Code:

`textFont()` `textSize()` `textAlign()`

Examples:

```
text("Hello World", 50, 200);
```

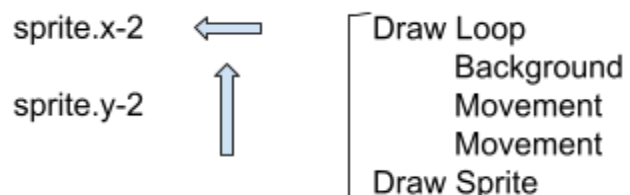
```
textSize(20);
```

```
text("Four score and seven years ago...", 30, 200);
```

Example:

```
var hippo = createSprite(30, 30);
hippo.setAnimation(▼"hippo");
var rabbit = createSprite(30, 90);
rabbit.setAnimation(▼"rabbit");
var pig = createSprite(90, 30);
pig.setAnimation(▼"pig");

function draw() {
  background(▼"white");
  // Move the hippo down and to the right
  hippo.x = hippo.x + 2;
  hippo.y = hippo.y + 2;
  // Move the rabbit down
  rabbit.y = rabbit.y + 2;
  // Move the pig to the right
  pig.x = pig.x + 2;
  drawSprites();
}
```



Vocabulary:


Counter pattern - used to make an image fly across the screen, to count down a timer, or to keep track of clicks. It is used with a variable x to count up by one.

Note:

Every time this code is run, it will take the current value of x , add 1, and save that as the new value of x . While this particular instance of the Counter Pattern uses addition, you could also use subtraction to count down.

Introduced Code:

```
x = x + 1 ;
```



Lesson 10: Mini-Project - Captioned Scenes

Criteria:

- background(color)
- At least 2 sprites
- Must use the rect block
- Must use the ellipse block
- Needs text - should tell a joke
- Use textSize



Shapes:	Color and Style:
background(color)	fill('color')
rect(x, y, width, height)	noFill()
ellipse(x, y, width, height)	stroke('color') border color
text (string, x, y, width, height)	noStroke()
textSize(pixels) font size	strokeWeight() thickness

Lesson 11: The Draw Loop

Vocabulary:

- Animation - a series of images that create the illusion of motion by being shown rapidly one after the other
- Frame - a single image within an animation
- Frame Rate - the rate at which frames in an animation are shown, typically measured in frames per second

New Code:

```
World.frameRate          function draw() {}
```

Examples:

```
World.frameRate = 5;

var sprite = createSprite(100, 200);
sprite.setAnimation("greenAlien");
function draw() {
  background("orange");
  sprite.rotation = randomNumber(-10, 10);
  drawSprites();
}
```