

1	Video – Do watch really helps	2	<p>For a lot of this I will only show you what I added or changed</p> <pre> 1 drawSky(); 2 drawBalloons(); 3 </pre>
4	<p><input type="radio"/> A. The red square will be drawn but the green one will not. You cannot call functions after they are created.</p> <p><input type="radio"/> B. The green square will be drawn but the red one will not. You cannot call functions before they are created.</p> <p><input type="radio"/> C. Both squares will be drawn. You can create functions anywhere you like in your code.</p> <p><input type="radio"/> D. Neither square will be drawn. There is an error in the code.</p>	5a	5 b
		<pre> 5 function draw() { 6 treesBackground(); 7 drawSprites(); 8 } </pre>	<pre> 1 var flyer = createSprite(); 2 flyer.setAnimation("flyer"); 3 setFlyer(); 4 5 function draw() { 6 treesBackground(); 7 if (flyer.x < -50) { 8 setFlyer(); 9 } 10 drawSprites(); 11 } 12 13 function setFlyer() { 14 flyer.x = 450; 15 flyer.y = 200; 16 flyer.velocityX = -5; 17 } </pre>

5
c

```
13 function setFlyer() {  
14   flyer.x = 450;  
15   flyer.y = randomNumber(0, 400);  
16   flyer.velocityX = randomNumber(-5, -10);  
17 }  
18
```

5
d

```
9 function drawNight() {  
10   noStroke();  
11  
12   //Sky  
13   background( rgb(48,42,42) );  
14  
15   //Water  
16   fill( rgb(0,0,73) );  
17   rect(0,300,400,100);  
18  
19   //Sun  
20   fill( rgb(100,100,0) );  
21   ellipse(100,100,50,30);  
22  
23   // Reflection  
24   ellipse( randomNumber(50,150), randomNumber(300,400), 5, 5);  
25   ellipse( randomNumber(50,150), randomNumber(300,400), 5, 5);  
26   ellipse( randomNumber(50,150), randomNumber(300,400), 5, 5);  
27   ellipse( randomNumber(50,150), randomNumber(300,400), 5, 5);  
28   ellipse( randomNumber(50,150), randomNumber(300,400), 5, 5);  
29
```

6

It allows you to organize your code,
It splits your code up for debugging
& splits code up by events

7

```
50 function setCoin() {  
51   coin.velocityY = 3;  
52   coin.x = randomNumber(50, 350);  
53 }
```

8

```
10 function draw() {  
11   background("white");  
12  
13   if (keyDown("left")) {  
14     bunny.x = bunny.x - 2;  
15   }  
16  
17   if (keyDown("right")) {  
18     bunny.x = bunny.x + 2;  
19   }  
20  
21   if (coin.y > 400) {  
22     setCoin();  
23   }  
24   if (bunny.isTouching(coin)) {  
25     score = score + 1;  
26     setCoin();  
27   }  
28  
29   textSize(20);  
30   text("Score: " + score, 10, 10, 100, 100);  
31   drawSprites();  
32 }  
33  
34 function setCoin() {  
35   coin.velocityY = 3;  
36   coin.y = 0;  
37   coin.x = randomNumber(50, 350);  
38 }
```

9 This is the final script for the collector game with added backgrounds and a gameOver function: Take note on location of drawSprites(); and setBackground(); also removed the background at top of draw loop

```
12 function draw() {
13
14   if (keyDown(▼"left")) {
15     bunny.x = bunny.x - 2;
16   }
17
18   if (keyDown(▼"right")) {
19     bunny.x = bunny.x + 2;
20   }
21
22   if (coin.y > 400) {
23     gameOver();
24   }
25   if (bunny.isTouching(coin)) {
26     score = score + 1;
27     setCoin();
28   }
29   drawSprites();
30   setBackground();
31   textSize(20);
32   text("Score: " + score, 10, 10, 100, 100);
33 }
34 function setBackground() {
35   if (score > 5) {
36     bg.setAnimation(▼"rainbow_1");
37     textSize(25);
38     fill(▼"red");
39     text("Winner Winner Chicken Dinner", 10, 100);
40   }
41 }
42 function gameOver() {
43   bg.setAnimation(▼"Loser.png_1");
44   coin.y = 600;
45   bunny.x = 600;
46 }
47 function setCoin() {
48   coin.velocityY = randomNumber(3, 10);
49   coin.y = 0;
50   coin.x = randomNumber(50, 350);
51 }
```

