

## 2D ANIMATION & INTERACTION COURSE

### WEEK 3 HOMEWORK

#### ASSIGNMENT

1. **Create a game**
2. **Create an interactive piece.**

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#### NOTES

1. Use the keyboard.
2. Write at least two custom functions.
3. At least one of your functions should return a value.
4. Use at least two color variables.
5. Use at least two global variables. Use at least one to share information between functions, and at least one to remember information from one frame to the next.
6. Use at least one if statement.
7. Use at least one else clause in an if statement.
8. Don't use language elements we haven't covered yet.

#### Naming Your Work

Name your programs this way (replacing *YourName* with your user name):

*YourName\_Week2\_Game.pde*

*YourName\_Week2\_Art.pde*

#### What to send me

1. Both folders containing your sketches (not just the .pde files themselves!).
2. A *plain text file* (with the extension .txt) telling me how to use your interactive piece.

Zip together these two folders (and their contents) and your descriptive text file into a single zip file, and send that to me.