

Assignment #7

Read and Code

In *Getting Started with p5.js*, read and code along with the examples:

- Chapter 4: Variables (pages 41-50, through Example 4-7)
- Chapter 5: Response (pages 59-72, up through Example 5-12)

(We went over most of this in class, but it's good to have the PDF open in a tab while you work on this assignment, along with the [p5.js reference](#) section in another tab.)

Complete Short Study #2: Responsive Drawing

Decide whether you want to build on your Assignment #6 drawing or try something new.

➔ Make a paper sketch and write out the pseudocode for the interaction that you want to create. DM a photo of that (or a GoogleDoc link, for example) to me via Slack.

Draft and test your code in the [OpenProcessing](#) sketch editor within your account.

- ➔ Your sketch must **include everything listed in Assignment #6** (at least 3 of the 2D Primitives — see Figure 3-1 on p. 20 in the book — and at least 3 of the line or shape attributes)
- ➔ At least 2 of your shapes must **overlap** (so that you demonstrate an understanding of code order)
- ➔ Design with **attention to visuals** (composition, colors, shapes, strokes, etc.), e.g. not accidental
- ➔ Declare, assign, and utilize one or more **variables** (e.g. for color or coordinates, that you'll use in your drawing to replace number values)
- ➔ Make at least one of your variables change...
 - o over time, e.g. via a statement in a **"for loop"** — see this [example sketch](#)
— AND/OR —
 - o via an if statement with the **mousePressed()** boolean variable (see Ex. 5-10 on p. 88 in the book) — see this [example sketch](#)
- ➔ Add **comments** throughout your code to explain your drawing elements and interactions.
- ➔ Properly **align each line of code**, e.g. all code should be indented inside `setup()` and `draw()`
- ➔ When saving your sketch, fill out these fields:
 - ➔ TITLE (replace My Sketch in the large text at the top with your own unique title)
 - ➔ DESCRIPTION (briefly describe your sketch)
 - ➔ HOW TO INTERACT WITH IT (e.g. what the viewer needs to click on)
 - ➔ WHO CAN SEE YOUR SKETCH? [choose: "My Class"]
 - ➔ WHO CAN SEE THE CODE? [choose: "My Class"]
 - ➔ WHO CAN COMMENT? [choose: "My Teacher"]
- ➔ **Update your snapshot image** by clicking on "i" then Edit, then the camera icon under the image placeholder, then click to take a photo.
- ➔ **Submit it before the deadline** indicated within our OpenProcessing class site by (1) scrolling down to the **Assignment 7 section**, (2) clicking "Add Sketch" and (3) choosing your sketch — you'll then see a check mark overlay.

This an individual assignment, with peer support.