

Project 2

Preparation: Read and Code

In [Getting Started with p5.js](#), read and code along with the examples:

- Chapter 4: Variables (pages 51-54, and optionally 54-56)
- Chapter 5: Response (pages 73-81, and optionally 81-86)

Review the versions of the sketch examples posted within the OpenProcessing class site in Section 05, and review class notes related to Project 2, which will include video tutorials related to the sketch examples.

Project 2 p5.js sketch for the Media Computation module

Your sketch must be *responsive* (involving user input), and *include the following*:

- ➔ At least these **requirements from Assignment 6 and Assignment 7**: three 2D elements with different stroke, fill, or other attributes; overlapping shapes; use of variables for color and/or coordinates that is utilized in the draw() loop; a deliberate design (not accidental); code alignment; and explanatory comments.
- ➔ **Make something move when a key is pressed**:
 - ➔ see Example 5-16: Tap a Key on p.78 + Example 5-18 + Example 5-19, and...
 - ➔ see this [if\(keyIsPressed\) + arrows](#) sketch example, or...
 - ➔ see this [keyPressed with keyReleased](#) sketch example
- ➔ Utilize the **dist()** function to test the bounds of the canvas or an object:
 - ➔ see Example 5-14: The Bounds of a Circle on p.74 of the book, and...
 - ➔ see this [bounds of a circle + text on screen](#) sketch example
- ➔ **A comment block at the top**, e.g.:

```
/* I created this sketch for Brooklyn CityTech's Emerging Media Foundation class after reviewing the first five chapters of the "Getting Started with p5.js" book. My concept inspiration was [cite references and/or URLs] and I incorporated elements from [link to examples that you referenced] */
```

☀ **Extra Credit**: I'll give you **+5 points for each additional function** that you want to incorporate (from other sections of the book, the online [reference](#), [examples](#), and/or [libraries](#), as long as you include URLs or page numbers, plus comments in your code to show that you understand what you added).

Steps for submitting your sketch within the OpenProcessing class site:

- 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 the key design features of your sketch)
 - HOW TO INTERACT WITH IT (e.g. what the viewer needs to click, input, or move to interact)
 - WHO CAN SEE YOUR SKETCH? [choose: "My Class" or "Anyone"]
 - WHO CAN SEE THE CODE? [choose: "My Class"]
 - WHO CAN COMMENT? [choose: "My Teachers"]
- **Update your snapshot** (the thumbnail image of your sketch): (1) click on "i" (2) click EDIT, (3) click on the camera icon under the image placeholder, (4) activate your sketch, (5) click Capture at the top, and (6) click SUBMIT.
- **Submit it before the deadline** indicated within our OP class site by scrolling down to the Project 2 section, clicking "+ Add Sketch," and choosing your sketch from the selection window.

This an individual project, with peer support.