

**\*flowers blowing in the wind has been abandoned!!, im doing something else instead\***

- Flowers blowing in the wind:
  - o Slider on the right side the more you move it up the stronger the wind
  - o The stronger the wind the more the flowers sway
  - o Little counter at top that keeps track of wind speed (numbers are arbitrary)
  - o (stretch goal) When the wind speed reaches the red zone a tornado happens and random things will start flying across the screen
  - o In the yellow zone clouds roll in and the screen darkens

Pseudocode:

Declare variables

Setup section of code:

Nothing applicable

Draw section of code:

Draw the background and flowers first

When the mouse is pressed make sure its over the current x and y of the box and if mouse pressed check and see what x is and....

if the X is more then 10 do

Yfunction: calm scene remove any current effects

if the X is more then 20 do

Zfunction: add clouds and drastically increase flower sway and hide sun somewhat

if the X is more then 30 do

Efunction: increase flower sway further and hide sun completely and add in large dark clouds make wind lines dark and grey

if the X is more then 40 do

Ffunction: create tornado tilt flowers till they touch the ground add lighting and throw objects across screen

Functions:

**CalmScene:**

- no clouds
- bright sun
- very little flower sway
- Determine how much the flowers sway by using a constrained random int
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**slightWind:**

- some clouds
- dim the sun
- increased flower sway
- Determine how much the flowers sway by using a constrained random int
- The minimum for the tilt of the flowers could be fixed or determined by the previous position

**strongWind:**

- dark clouds
- no sun
- drastically increased flower sway
- Determine how much the flowers sway by using a constrained random int
- The minimum for the tilt of the flowers could be fixed or determined by the previous position

**highWinds(tornado):**

- all dark clouds
- things fly across screen (stretch goal)
- static lighting bolts(stretch goal)
- Determine how much the flowers sway by using a constrained random int
- The minimum for the tilt of the flowers could be fixed or determined by the previous position

Notes on potential problems:

Putting the “states” of the image inside if statements may make transitions problematic so there are two possible solutions one is to instead only have certain elements inside the if statement and have the other elements transition in based on the slider position. The other solution is to make each scene completely separate and just have the player transition by clicking on some buttons on the right side.

Another foreseeable problem I could see is scale of the project and how many animations I’m trying to incorporate into it, since I only have a weeks’ time it may be unlikely to input all my ideas into the project so some things such as the tornado may end up being cut and/or modified

### **Problems encountered:**

I forgot that quads and rects are really hard to animate in non-linear fashions (moving along x or y axis uniformly is what I mean) so I’ve decided to use a line with a large stroke instead as that is vastly more practical

Apparently you cant have a loop inside draw and expect draw to keep drawing the background

The logic behind this is very annoying for some reason I’m having trouble completing the part were there’s swaying for the flowers

I couldn’t figure it out so I’m starting from the ground up instead