

## Lab 11

### Goals

The goals for this lab are:

1. Read and understand a Processing code example
2. Practice using classes and animation variables
3. Practice using an array of classes
4. Make a sketch with one point perspective

### Modality

**This is a pair-programming lab - please form teams of two people and trade off typing in commands and giving instructions to they-who-are-typing.**

### Details

**Tasks:** This lab involves adding to existing Processing code. Please be sure to download the base code from the class web page. This code is fully functioning as is and you should start by running the code to see what it does. To complete this assignment, please:

- write code to create a new class to represent flying ships which spawn off screen and also fly towards the vanishing point - these ships should not all spawn at the same point and should respect the perspective of the scene (i.e. shrink as they get closer to the vanishing point)
- the flying ships should be drawn significantly differently than the cars
- create an array of ships (with a different number of ships than of cars)

- modify the code to improve the visual appearance of the cars
- change the code so that the cars do not all start at the same time (i.e. add code so that they do not all start at the same time)
- add code so that when the mouse is clicked the cars and ships restart
  - do not 'new' variables but just reset the necessary variables

I encourage you to continue to play with this code and try to get it to look or behave significantly differently.

### **Demo:**

In order to receive credit for this lab, you and your partner must demo your sketch to your instructor along with handing in the image and sketch via handin. Ask your instructor for details.