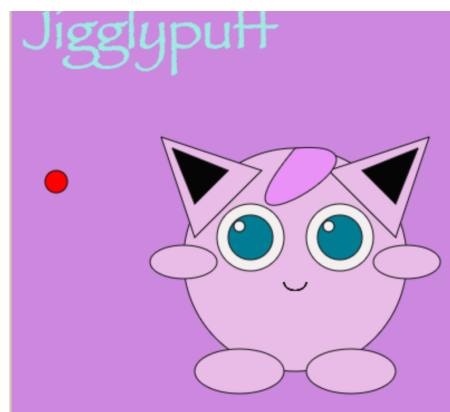


Animate your Pokemon!

Due Monday, August 22nd

- 1) Open the Pokemon Project you already did. Spin it off with a new name.
- 2) Use the draw() function to make the Pokemon move. You'll need to update the variables as you go.



- 3) Add a pokeball that shoots across the screen.
- 4) Extra if you finish early: Add more scenery in the background.
- 5) Extra extra: If the pokeball hits pokemon, have him stop and have the text at the top change to show the pokemon was caught.

Helper Code:

```
10 draw = function() {  
11  
12     background(202, 142, 222);  
13     fill(232, 190, 231);  
14     ellipse(x,y,200,200);  
15 }
```

```
49 x = x + xChange;  
50 if (x > 350) {  
51     xChange = xChange * -1;  
52 }  
53 if (x < 50) {  
54     xChange = xChange * -1;  
55 }
```