Animated Sprites Lesson

In this lesson you will be given a program that has code to animate three characters.
N.B. Don't change the code you are told to ignore as this may break your program
The three characters we are using are a frog, a person, and a toucan.

Each of these characters has two functions that can be used to control them. First there is a "show" function that will show the character on the screen. Then there is a "move" function that will make the character move across the screen.

These function are called **showPerson()**, **movePerson()**, **showToucan()**, **moveToucan()**, **showFrog()**, **moveFrog()**. **Remember - the capital letters are very important**

Tasks

- Use these functions to show and move the characters by writing them in void draw()
- If the characters are leaving trails, fix this

Next we are going to use the booleans that are already declared at the top of the program to control the characters.

Remember - that a boolean is like a switch, it can be either on(true) or off(false). Do not mix up the showPerson boolean and showPerson() function!

Tasks

- Write code to check if the showPerson boolean is true
- If the showPerson boolean is true, call the showPerson() function to display the character
- Now do the same with the movePerson boolean and the movePerson() function
- In the void keyReleased() block below void draw()
  - Check if 'a' has been pressed
  - Change the showPerson boolean to true if 'a' has been pressed
  - Check if 's' has been pressed
  - Change the showPerson boolean to false if 's' has been pressed
  - Repeat this with two new keys for the movePerson boolean and function
- Repeat these steps for the other four booleans
- Finally add details to the sketch. Suggestions:
  - A sky, a pond, some grass, lily pads, some trees, a house, a sun and anything else you can think of
- If you have everything else finished you can change the values for the character variables at the top of the program
- Extra task - remember that the '!' makes a boolean have the opposite value, use this to have the same key turn the character on and off