

Making a game

In this lesson we are going to use the example skeleton code and add in some of our own code to create a new version of a game using the kinect to control the player.

Tasks:

- **Find your old code for the ball dropping game**, or any other game you made where you control an ellipse.
- **Save the example code as a new file.**
- **We are now going to add your game code to the skeleton code.** Remember that we can only ever have one `void setup()` and one `void draw()`. Hint: you will add your variables at the top of the code with the variables used in the skeleton code. When there is a piece of code in both programs like size there is no need to copy it over.
- **Use the code from the last lesson to find the x and y position of your right hand. Let the variables you use to control the player circle equal these.** Look back at the last lesson if you can't remember how.
- **Test out your game.**

This lesson is possibly your first experience of having to work with two separate sets of code and combine them into a single file - as a programmer this is a key skill, but it isn't easy! Take your time, carefully consider each line, and if necessary look to a classmate or instructor for help.