Blinky: The Processing Monster

I have had previous Processing experience before because I have taken Intro to Computer Science last winter quarter. Even though I have had previous experience with Processing, it was still quite difficult getting Blinky to do what I wanted it to do. I got the inspiration to draw Blinky by the Pac-Man game that has been around for quite some time; I grew up with Pac-Man so I decided to recreate Blinky. I knew before anything, I had to get a solid framework of the overall monster before I focused on making it move or do any sort of interaction. The toughest part of this project was the code to make the Blinky follow the movement of the mouse and change colors when you pressed on the mouse. But luckily, processing.org is a very useful tool for Processing.

So once you open up Processing, the first thing you should see is the integer variables that I have placed that go along with the functions that will make the Blinky follow your mouse or change colors when the mouse is pressed, there are essential in order to make the functions work. The next thing you will see is the main color of the Blinky that line of code makes it a little bit easier for me in regards to color and code. The next section you should see is the void setup, the void setup will contain any technicalities of the code like the size of the display window, etc. The next section you shall see is the void draw function that contains every thing that has to do with Blinky like the overall body, eyes, and pupils of Blinky. Another thing included in the void draw
function is the code to make Blinky follow the movements of the mouse. The one last line of code you should see is the void mousePressed, which is the code that will allow the Blinky to change color.