Name(s)_____ Period _____ Date _____

Activity Guide - Sprite Scene Planning

Sprite Scene Planning
Using shapes, sprites, and text, you're going to create a simple scene. You can think of this like a page in a story, a panel in a comic, or just a standalone scene.

Sketch your Scene
The first thing to consider when designing your scene is what your background will look like. You can use the drawing commands that you've used in the past to layout a simple background over which you will place your sprites.
The space below is 50 by 50. That means each square on the paper will map to 50 pixels on the computer. Sketch out your background using only the drawing commands (reference provided to the right). List the sprites you'll use below.
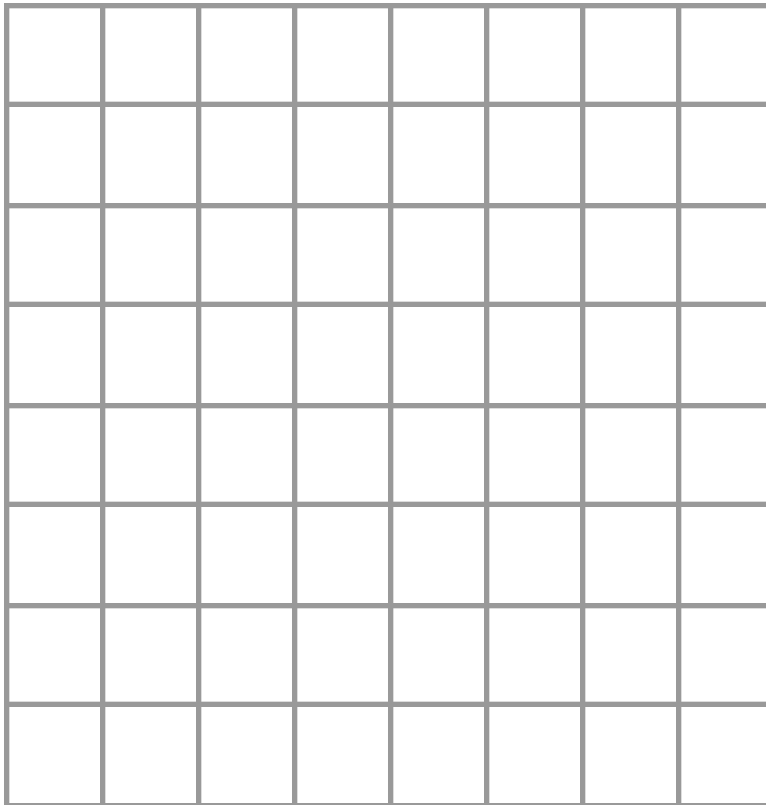
Shapes:
background(color)
rect(x, y, width, height)
ellipse(x, y, width, height)
line(x1, y1, x2, y2)
text(string, x, y, width, height)
textSize(pixels)
Color and Style:
fill('color')
noFill()
stroke('color')
noStroke()
strokeWeight()

Sprite Label	Description