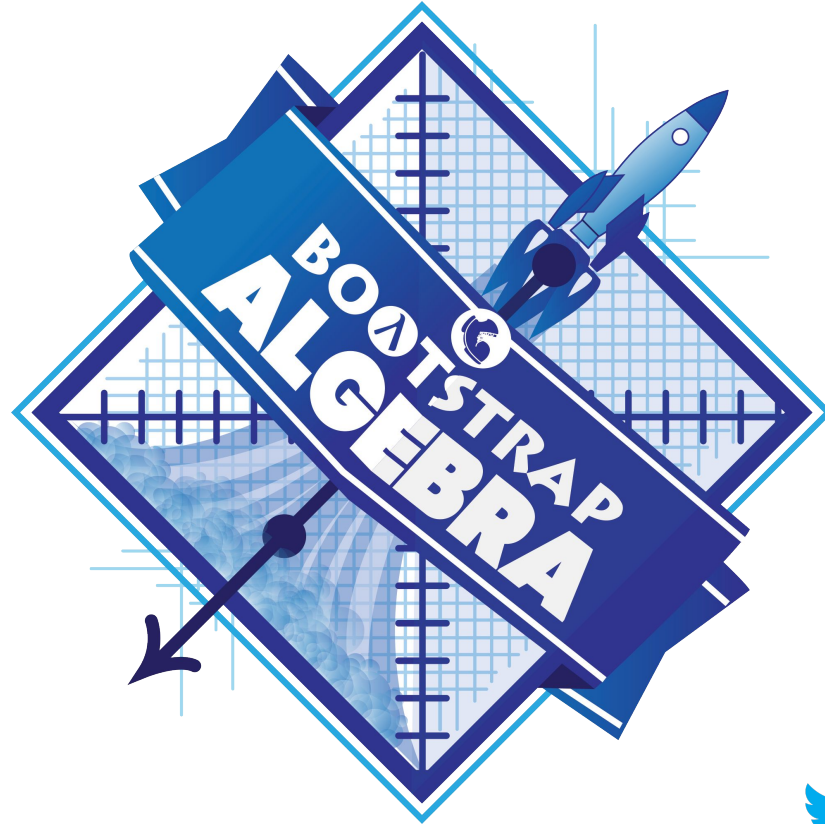


Character Animation



#BootstrapCS

 @BootstrapWorld

Animation



How does a flip-book animation work?

Why do we see movement from still images?

How might this apply to our game?



Students, write your response!



@BootstrapWorld

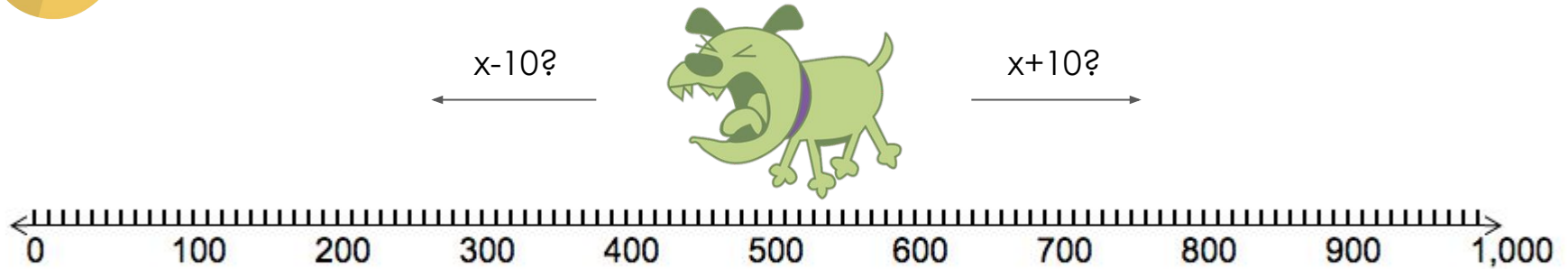
Peer Deck Interactive Slide
Do not remove this bar

Animation



At any given moment, we know the x-coordinate of our TARGET and our DANGER.

We need to compute **where they go next**.



Animation



- Complete each step of **page 36** *individually*, then compare with your group. (YOU decide how fast the danger is moving!!)

- Choose a driver, and have them **open their game file**

- Scroll until you see `update-danger`, and help them type in the complete Design Recipe.

- Repeat for `update-target`

