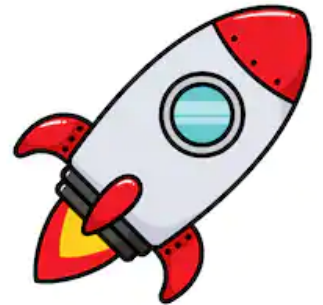


Small Basic Graphics Task

Your overall goal will be to draw a rocket and (hopefully) animate it. Start by including the features below sequentially and build up your animation from there.

Level 1:

- Draw a static image of the rocket to the screen
 - o Use a variety of shapes
 - o Place shapes at different coordinates
 - o Draw shapes of different sizes



Level 2:

- Redraw the image of the rocket
 - o Clear the screen before redrawing another image
 - o Change the coordinates of your new image

Level 3:

- Use loops to animate the movement of the rocket
 - o Make your code efficient (loop blocks of code that repeat)
 - o Use variable to set your coordinates (increase or decrease the variable and redraw the image accordingly)
- Use proper syntax
 - o Clean code and correct use of tabbing
 - o Easily understandable code with some commenting
 - o Good variable names

Level 4:

- Add and animate a background
 - o I.e. moving clouds, sun, water, moon, etc.
 - o Use different colors
 - o Any other extra features

