

## 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

### PLEASE NOTE:

- The 'animate' command cannot be used
- You must draw your own image – it is not sufficient to use a downloaded rocket picture



Have fun!