



COMP 125: Motion Lab

Week 09, Lab 06



1. Create a new project in the P5 editor
 - a. Name it “lab_06_<your-username> and put your name in a comment towards the top
 - b. A canvas of at least 200x200
 - c. A ball (any color) of diameter at least 20
 - i. Hint: use a variable!
2. Start the ball at the top middle of the screen
 - a. Hint: use **width**
3. Make the ball move up/down
 - a. Hint: use **Y = Y + Y_change**
4. Keep the ball inside the canvas by reversing the motion when it hits a canvas boundary
5. Now make the ball able to move right/left (and keep the ball inside the canvas!)
6. More (do at least 2 of the following):
 - a. Keep the ball all the way inside the canvas (change the boundaries to give the appearance of bouncing off the edge of the circle, given by a pad of **diameter/2 + 1**)
 - b. Make the ball reverse direction when you click the mouse (hint: use the P5 function **mouseClicked()**)
 - c. Make the ball slow down when the mouse is held (hint: use the P5 functions **mousePressed()** and **mouseReleased()**)
 - d. Make the ball shrink slightly every time it hits a boundary (hint: change the diameter in the same way you change X and Y any time a boundary is hit) until it's only 1 pixel in diameter