



COMP 125: Button Press/Hold

Week 11, Lab 08



Beginnings of a Game

1. Make a circle, and have it follow your mouse
2. Change the color of the circle based on the location
 - a. Start with: one color when on the left half of the screen, one color when on the right
 - b. Then add quadrants (upper left, upper right, lower left, lower right)
 - c. Hint: add lines to visually break the field
3. Make the circle stay in the canvas (if your mouse leaves the canvas, leave the circle at the most recent location in the canvas)
4. Make the circle only stay with your mouse when the mouse is held, otherwise leave it where it was