

Sketch 7: p5.play Remix

Due: Monday, February 25, 2017, 1:30 PM

Remix a p5.play [example](#) game ([pong](#), [breakout](#), [asteroids](#), [flappy bird](#)) using your own sprites or game logic.

Rules

1. A score should be visualized; you decide how points are awarded or deducted.
2. Add any other game elements you'd like:
 - a. Make a change in terms of the static appearance of the game;
 - b. Change the speed or size of sprites;
 - c. Improve the controls;
 - d. Provide a game over screen (noLoop() pauses the p5 sketch).

Optional/Extra Credit

1. Visualise a number of lives, and give the player a limited number of lives.

Learning Objectives

1. Modify an existing program.
2. Reflect on a minimalistic digital game.
3. Manage state in a game.
4. More practice employing interactivity with p5.js.