

# Comments

These are used to provide titles and **BRIEF** explanations in your code.

Here are four places you should put them.

1. Add title comments at the top. This is your name, date, and the purpose of the code

```
1 //Author: Ida Knowe
2 //Due Date: May 17, 2019
3 //Purpose: ICS200 - Unit 3 Game - The Bunny Walker
```

2. Add comments before each sprite

```
4
5 //Park Background - 2 frames to scroll
6 var frame1 = createSprite(200, 200);
7 frame1.setAnimation("park_view_1");
8 frame1.velocityX = -3;
9
10 var frame2 = createSprite(600, 200);
11 frame2.setAnimation("park_view_1");
12 frame2.velocityX = -3;
13
```

3. Add comments before important ifs and loops

```
//Handle background scrolling movement
//Alternate what is on the screen
if (frame1.x < -200) {
    frame1.x = 600;
}
if (frame2.x < -200) {
    frame2.x = 600;
}
```

4. Add comments before any functions or onEvents

```
25 //Main animation loop
26 function draw() {
27     drawSprites();
```