

## Tumbleweed – Drawing Your Own Animation

The background is the desert animation.



It's code looks like this:

```
1 var background = createSprite(200, 200);  
2 background.setAnimation("desert");  
3 function draw() {  
4   drawSprites();  
5 }
```

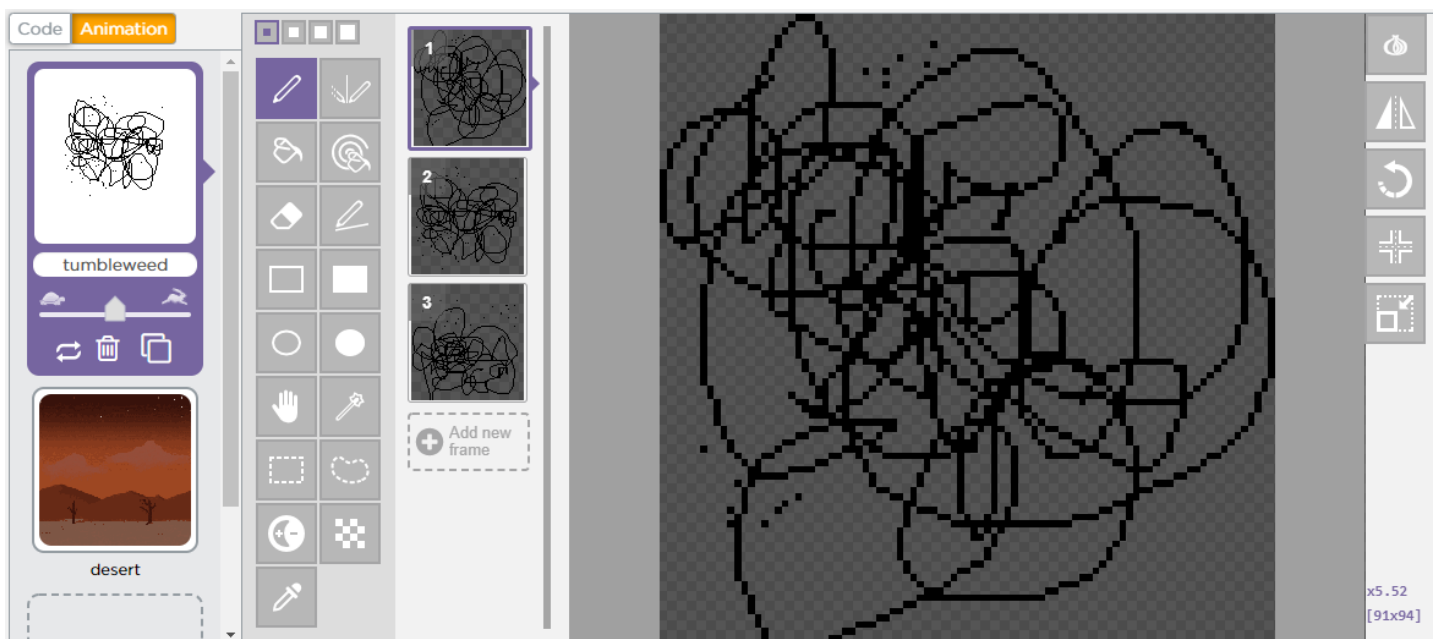
Then, you will draw your own animation to be the tumbleweed blowing around in the desert.

I picked it because a tumbleweed is basically a scribble.

Everyone can draw that.

Even me.

Draw at least three frames:



The screenshot shows a software interface for creating an animation. On the left, there is a 'Code' tab and an 'Animation' tab. Below the 'Animation' tab, there is a preview window showing a 'tumbleweed' (a scribble) and a 'desert' background. A toolbar with various drawing tools is visible. In the center, there are three frames of the animation, labeled 1, 2, and 3, showing the tumbleweed in different positions. A button labeled 'Add new frame' is also present. On the right, there is a large canvas showing the current frame of the animation, which is a large, complex scribble. A toolbar with various editing tools is visible on the right side of the canvas. The bottom right corner of the canvas shows the coordinates 'x5.52 [91x94]'.

Add the Tumbleweed code to the above program.

```
1 var background = createSprite(200, 200);
2 background.setAnimation("desert");
3 var tumbleweed = createSprite(100, 300);
4 tumbleweed.setAnimation("tumbleweed");
5 tumbleweed.velocityX = 4;
6 tumbleweed.rotation = 3;
7 createEdgeSprites();
8 function draw() {
9   drawSprites();
10  tumbleweed.bounceOff(edges);
11 }
12
```