



Girls Who Code At Home

Meteor Catcher Game: Part 2
Reference Guide

Meteor Catcher Game: Part 2 - Reference Guide



In this document you will find all of the answers to some of the questions in the activity. Follow along with the activity and when you see this icon, stop and check your ideas here.

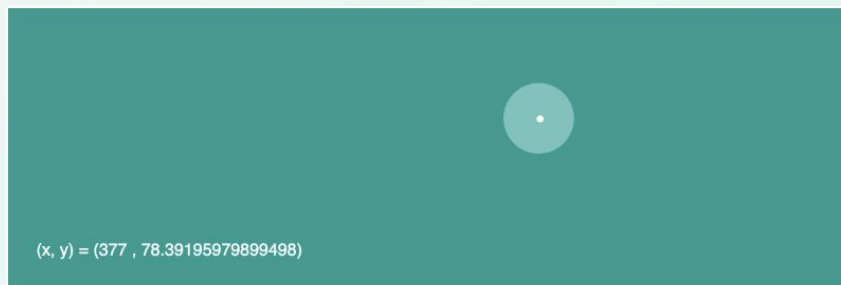
Step 1: Command a circle

There are lots of different ways you can write this! Here are two versions:

- Start on the left side. Count 4 spaces to the right, then 2 spaces down from the top. That is the center of the circle. Draw a circle around the center that has a radius of 1.
- Circle center at (4, 2). Circle has a diameter of 2.

Step 2: Practice using the coordinate system

Explore this [sketch](#) and use your mouse around to try to estimate the center, width, and height of the circle.



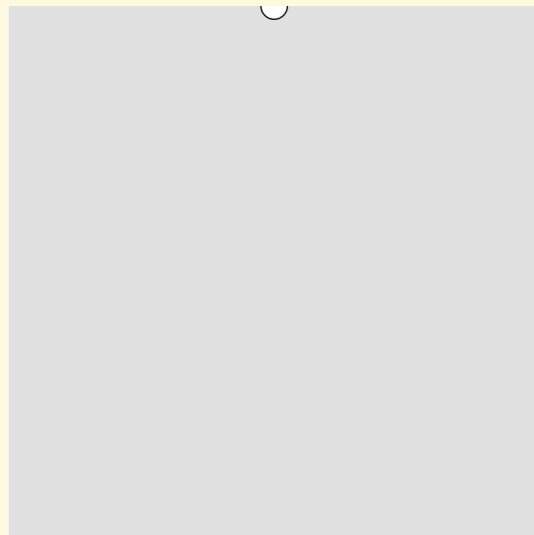
- Center: (376, 78)
- Width: 50
- Height: 50

Step 4: Draw the meteor

JAVASCRIPT

```
function setup() {  
  createCanvas(400, 400);  
}  
  
function draw() {  
  background(225);  
  
  // Draw the meteor  
  ellipse(200, 0, 20, 20);  
}
```

RESULT

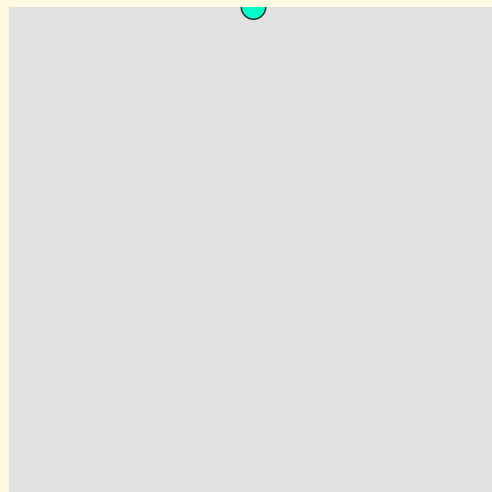


Step 5: Fill the meteor with color

JAVASCRIPT

```
function setup() {  
  createCanvas(400, 400);  
}  
function draw() {  
  background(225);  
  
  // Draw the meteor  
  fill(0, 254, 202);  
  ellipse(200, 0, 20, 20);  
}
```

RESULT



Step 6: Change the outline

JAVASCRIPT

```
function setup() {  
  createCanvas(400, 400);  
}  
  
function draw() {  
  background(225);  
  noStroke();  
  
  // Draw the meteor  
  fill(0, 254, 202);  
  ellipse(200, 0, 20, 20);  
}
```

RESULT

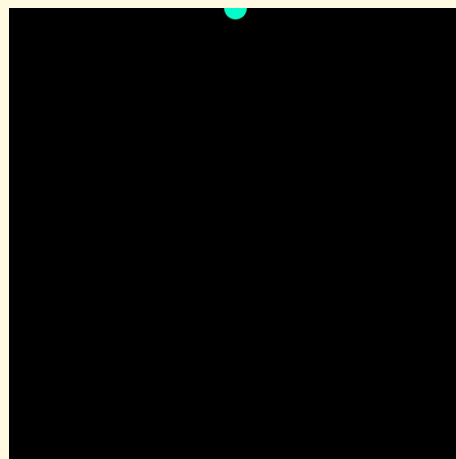


Step 5: Add the background color

JAVASCRIPT

```
function setup() {  
  createCanvas(400, 400);  
}  
  
function draw() {  
  background(0, 0, 0);  
  noStroke();  
  
  // Draw the meteor  
  fill(0, 254, 202);  
  ellipse(200, 0, 20, 20);  
}
```

RESULT



Step 9: Check for Understanding

Describe the location, size, and color of the shape in the code below:

```
function setup() {  
  createCanvas(100, 100);  
}  
  
function draw() {  
  fill(0, 0, 255);  
  ellipse(50, 50, 5, 5);  
}
```

A red circle with a width and height of 5 in the center of the canvas. We know it's in the center because the x and y positions are half of the canvas' width and height.