Rosie the Block Full Project Code

The JavaScript code used to program “Rosie the Block” (picture shown below) follows on the next page.

**Final result:**

### Chart  Description automatically generated

### Code starts after this line.

/\*\*CHARACTER FUNCTION AND VARIABLES\*\*/

//Drawing Rosie the Block

var character = function(X, Y){

 //Body

 stroke(62, 18, 184);

 fill(241, 199, 255);

 rect(X, Y, 70, 70, 5);

 //Eyes

 stroke(0, 0, 0);

 fill(0, 0, 0);

 ellipse(X + 21, Y + 30, 9, 32);

 ellipse(X + 49, Y + 30, 9, 32);

 //Name

 fill(83, 8, 102);

 textSize(16);

 text("Rosie", X + 13, Y - 5);

};

//Initial Variable Settings for Rosie

var cStart = {

 x: 18,

 y: 270

};

/\*\*PROGRAM\*\*/

draw = function() {

 /\*\*SETTING\*\*/

 //Sky

 background(189, 255, 255);

 //Ground (Grass)

 for(var i = 0; i < 400; i += 86){

 image(getImage("cute/GrassBlock"), -8 + i, 310, 86, 100);

 }

 //Drawing Rosie

 character(cStart.x, cStart.y);

 /\*\*ANIMATION\*\*/

 //Moving Right

 if(keyIsPressed && keyCode === RIGHT){

 cStart.x += 2;

 }

 if(cStart.x > 330){

 cStart.x -= 2;

 }

 //Moving Left

 if(keyIsPressed && keyCode === LEFT){

 cStart.x -= 2;

 }

 if(cStart.x < 0){

 cStart.x += 2;

 }

 //Jumping

 if(keyIsPressed && keyCode === UP){

 cStart.y -= 2;

 textSize(40);

 text("Wee!", 160, 200);

 }

 else if(cStart.y !== 270){

 cStart.y += 2;

 }

 if(cStart.y === 270){

 cStart.y -= 2;

 }

 if(cStart.y < 30){

 cStart.y += 2;

 }

};

### End of code.