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.