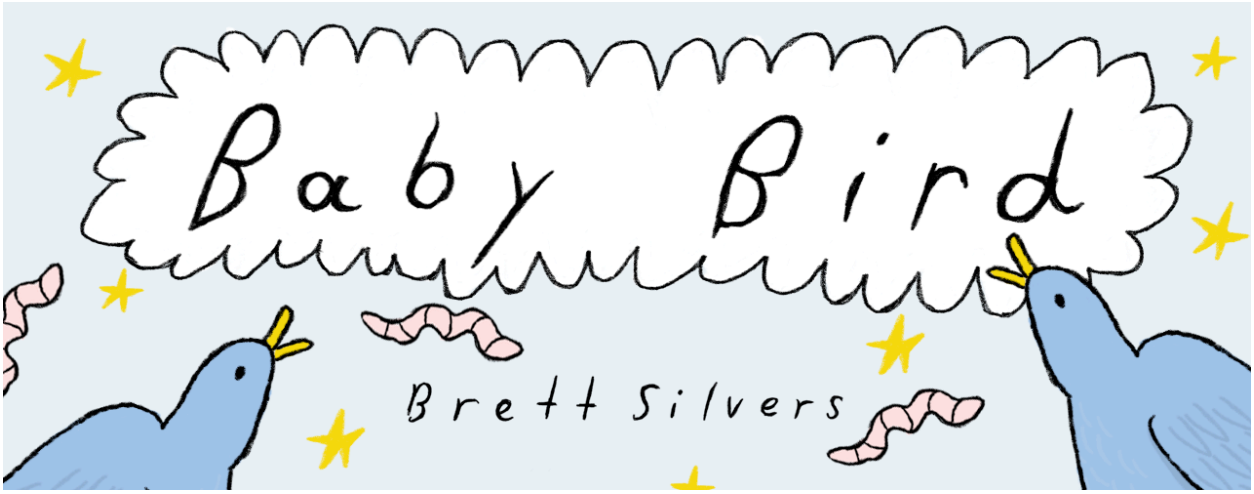


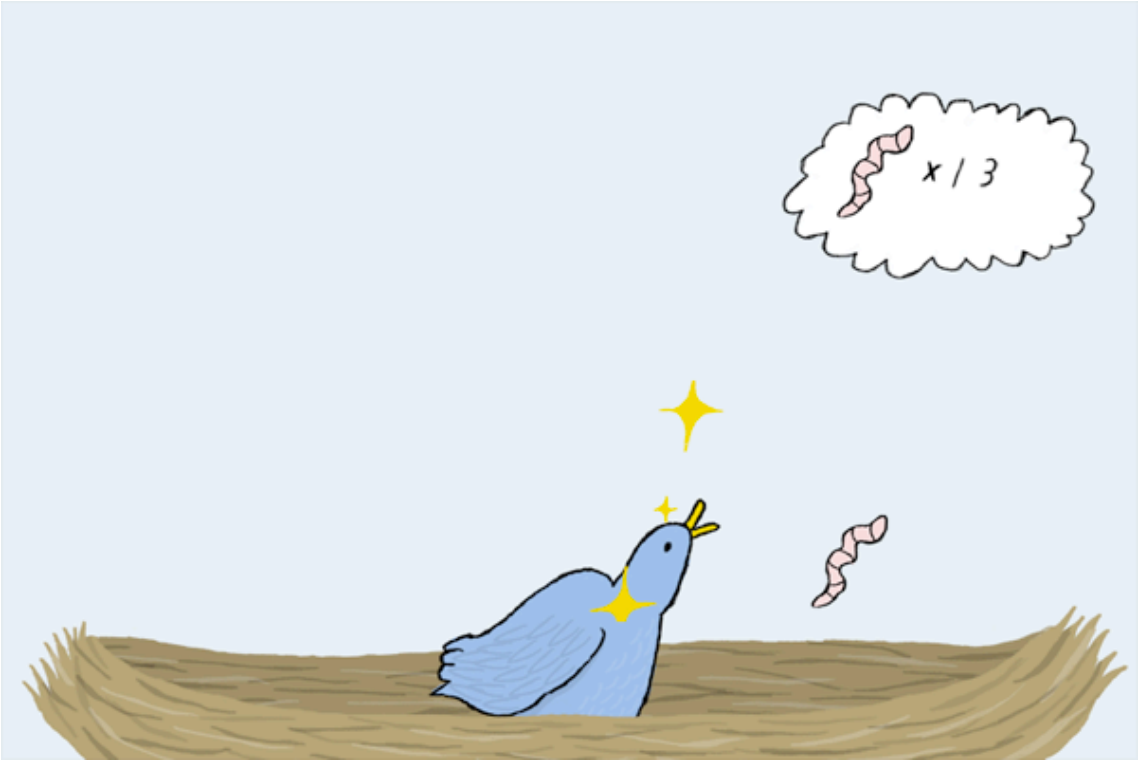
"*Baby Bird is hungry! You gotta feed that little dude!*"

For *Baby Bird*, I was looking forward to re-interpreting a classic arcade game. Using looping animations, I was able to create motion within each of the four scenes. I was inspired by early Japanese video games as well.



Title Scene: with animated worm, play button, and twinkling eyes.

The coding went surprisingly well. I was excited to see that I had knew exactly how to do what I wanted to do. The *Rapunzel* sketch helped set me up for drawing multiple interactive, animated objects on the screen.



Scene 3: The scoreboard was a much-needed addition.

After *Baby Bird* made its debut in class, I was encouraged to enhance the game play and the closing scene. I added a running scoreboard in the corner of the "game scene", and also a congratulatory "You caught __ worms!!" in the ending scene. Possible additions for future *Baby Bird* games would include: different objects with different properties, the ability for Baby Bird to jump or even momentarily fly, and over-the-top animation and motion everywhere. *Baby Bird* gave me the confidence to create more games. I just wish they were easier to put on tumblr.