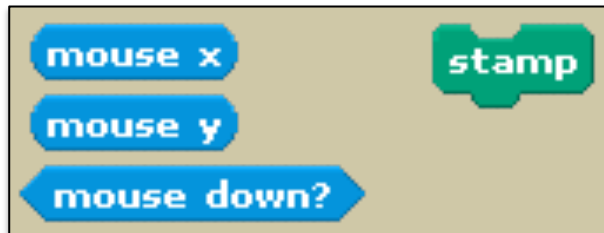


Draw Something – Group Class Project!

Goal: Work together to create a program that:

- 1) allows you to paint/draw an item when you hold down the mouse.
- 2) then redraws what you painted when you press the space bar (or another key) to.

Suggested Blocks:



Suggested Approach:

1. Start with a dot for your Sprite, to make it easy to draw.
2. Have your program draw when the mouse is down – suggestion just stamp your sprite to create the drawing (it may not look the best but will make things easier to complete later steps).
3. Then have it store mouse positions when the mouse is down:
 - You will need to keep two values for each point
 - Where shall you store those positions?
4. Finally, add a separate set of blocks that replays using the stored positions. Hint: this will iterate over all the stored positions...
5. If you get this done with those above, try adding this functionality to make it more interesting:
 - Choose and/or Change the Color or thickness of the line.
 - Add functionality like the App:
 - Suggest random words
 - Allow guessing the word.
 - Are there any collection of code we could make into its own block function?