

P5.js Intro

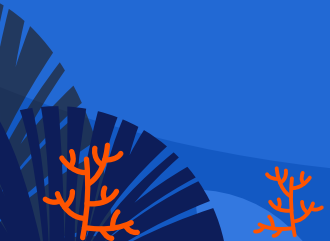
Tuesday 24th - Game Jam Lesson
By Jake Roggenbuck

P5.js Init

```
function setup() {  
  createCanvas(800, 800);  
  strokeWeight(20.0);  
  stroke(255, 100);  
}  
  
function draw() {  
  background("blue");  
}
```

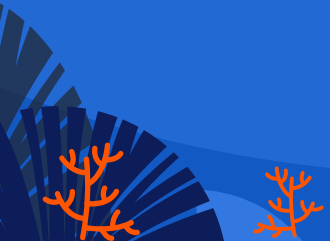
X & Y position

```
// Add this to the top  
let x = 100;  
let y = 100;
```



Ellipse

```
// Add this to draw loop  
ellipse(x, y, 100, 100);
```



Keydown

```
if (keyIsDown(LEFT_ARROW) && x > 0) {  
    x -= 5;  
}  
  
if (keyIsDown(RIGHT_ARROW) && x < 800) {  
    x += 5;  
}  
  
    if (keyIsDown(UP_ARROW) && y > 0) {  
        y -= 5;  
    }  
  
if (keyIsDown(DOWN_ARROW) && y < 800) {  
    y += 5;  
}
```

<https://github.com/JakeRoggenbuck/ocean-game-js>

