Rocket code

Setup:

```
def setup():
    # Set up your animation here
    size(400, 400)
    image_mode(CENTER)
```

Size sets the size of the canvas: in this case 400 wide and 400 high

image_mode(center) sets the positioning of images to be the centre point of each image, which is much easier to deal with

Rocket code

Globe position:

```
# planet
image(planet, width/2, 400, 300, 300)
```

This is:

1. The image name
2. The Horizontal position: width/2 takes width of canvas and div by 2 to place the centre of the image in the centre of the canvas horizontally
3. The vertical position. Top of canvas is 0; bottom of canvas is 400. So 400 places centre of image exactly on the bottom line of the canvas
4. Width and height of the image

Rocket code

The rocket:

```
  rocket_position = rocket_position - 1
  image(rocket, width/2, rocket_position, 64, 64)
```

```
# Define variables
rocket_position = 400
```

- width/2 places it in the centre horizontally
- rocket_position is the **vertical** position. This is changed by the variable each time through the loop. This is initially set to 400 so it starts exactly on the bottom of the canvas
- 64, 64 are the width and height of the rocket

Rocket code

You can create multiple rockets like this:

```
def setup():
    # Set up your animation here
    size(400, 400)
    image_mode(CENTER)
    global planet, rocket1, rocket2, rocket3
    planet = load_image('orange_planet.png')
    rocket1 = load_image('rocket.png')
    rocket2 = load_image('rocket.png')
    rocket3 = load_image('rocket.png')
```

Create multiple variables

Moving at different speeds would need 3 different rocket_position variables as well

```
    # rocket
    global rocket_position
    rocket_position = rocket_position - 1
    image(rocket1, width/4, rocket_position, 64, 64)
    image(rocket2, width/2, rocket_position, 64, 64)
    image(rocket3, width/1.5, rocket_position, 64, 64)
    no_stroke()
```

Rocket code

Multiple rockets

```
# rocket
global rocket_position
rocket_position = rocket_position - 1
image(rocket1, 200, rocket_position, 64, 64)
image(rocket2, 100, rocket_position, 64, 64)
image(rocket3, 300, rocket_position, 64, 64)
```

Can also set the horizontal position like this