Animation, Loops, and Arrays

- animation variable(s) when something changes over time (from one frame to the next)

- for repetition within a frame –
  - use loops when what changes from one repetition to the next is predictable (i.e. it can be computed)
    - development strategy: use the loop questions to fill in the parts of the loop
  - use arrays when animation variables need to be repeated (each thing needs its own copy)
    - development strategy: write the sketch with one thing, then array-ify