# Spider/Web Project

Create a spider which spins a hexagonal web and catches another bug.

## Things you need to know

* Use pen trails
* Use tests
* Set variables
* Create buttons to start and reset the project
* Hide/show an object

## Things to think about

* Should the spider draw the spokes or the hexagons first?
* How can you use variables to allow the spider to draw the concentric hexagons?

## How to do it

* Objects you will need
	+ Draw a playfield and add a thick colored border. The border will be used to stop the spider from drawing the concentric lines and spokes when it’s “nose” touches the border.
	+ Draw a spider
	+ Draw a bug for the spider to catch in its web.
* Scripts
	+ Reset script
		- Puts the spider back in the center of the web
		- Points the head of the spider straight up
		- Erases pen trails
		- Puts the pen back down to be ready to draw again
		- Hides the unfortunate bug who gets caught
	+ Begin script
		- Starts the scripts running
	+ Move script
		- Moves the spider out from the origin of the web a fixed distance (distance will be a variable)
		- Turns the spider 60 degrees right
		- Moves the fixed distance + an incremental amount
		- Repeats the process until the spider’s nose color sees the wall color (test is needed here)
		- Stops the script, lifts the pen, puts the spider back at the center of the web to make the spokes
	+ Spokes script
		- Requires a walls variable so that the script can be stopped once the 6 spokes are drawn
		- Makes the bug appear

## Things to think about

* Could you change the project to create webs with varying numbers of sides?