

Game_Over_Banner

//Game Over Banner

//Mr. H.

```
int x = -150;
```

```
void setup(){  
  size(600,600);  
}
```

```
void draw(){  
  background(255);
```

```
  textSize(48);  
  textAlign(CENTER);
```

```
  //creates a shadow effect
```

```
  fill(0);  
  text("Game Over!!!",600 - x + 3,400 + 3);
```

```
  //coordinate of 600 - x moves text right to left
```

```
  fill(255,0,0);  
  text("Game Over!!!",600 - x,400);  
  x = x + 1;
```

```
  //allows text to move beyond edges of output window
```

```
  if (x >= 750){  
    x = -150;  
  }
```

```
}
```