

```
<meta charset="utf-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width, initial-scale=1">
  <meta name="description" content="">
  <meta name="author" content="Krystal">

  <script
src="https://ajax.googleapis.com/ajax/libs/jquery/1.11.3/jquery.min.js"></script>
  <script src="http://code.jquery.com/ui/1.11.3/jquery-ui.min.js"></script>

  <link href="css/lumi.css" rel="stylesheet">
```

<h4>Click below to spawn a Lumi </h4>(doesn't work on mobile idk why, bc I suck at coding proolly)

```
<canvas id="myCanvas">
  Your browser does not support the HTML5 canvas tag.
</canvas>
```

```
<script>
  var c = document.getElementById("myCanvas");
  var ctx = c.getContext("2d");
```

```
        c.addEventListener("click", onClick, false);
    ctx.canvas.width =window.innerWidth/1;
    ctx.canvas.height = window.innerHeight;

function drawFace(lumiStartX,lumiStartY) {

var mySize = Math.floor(Math.random()*250);

var totalL = lumiStartY + mySize;

var m1 = lumiStartX - (mySize/2);
var m2 = lumiStartX + (mySize/2);

var backNum = mySize/4;

var bx = m2 + backNum;

var by1 = totalL - backNum;

    ctx.fillStyle = ctx.fillStyle = "rgb("+
    Math.floor(Math.random()*256)+" "+
    Math.floor(Math.random()*256)+" "+
    Math.floor(Math.random()*256)+"");
```

```
ctx.beginPath();

ctx.moveTo(lumiStartX,lumiStartY);
ctx.lineTo(m1,totalL);
ctx.lineTo(m2,totalL);
ctx.fill();
ctx.lineTo(bx,by1);
ctx.lineTo(lumiStartX,lumiStartY);
    ctx.fill();
    ctx.closePath();

    ctx.fillStyle = "rgba(0, 0, 0, 0.25)";
```

```
ctx.beginPath();
ctx.moveTo(m2,totalL);
ctx.lineTo(bx,by1);
ctx.lineTo(lumiStartX,lumiStartY);
    ctx.fill();
ctx.closePath();
```

```
var eyeSize = m2 - m1;
var eyeY = totalL - (eyeSize/2);
```

```
var ratioNum = eyeSize/6;
```

```
    ctx.fillStyle = "rgba(0, 0, 0, 0.25)";
```

```
ctx.beginPath();
```

```
ctx.arc(lumiStartX,eyeY,ratioNum,0,2*Math.PI);
```

```
ctx.fill();
```

```
var xInner = lumiStartX - (ratioNum/2);
```

```
var x2 = lumiStartX + (ratioNum/2);
```

```
var lw = ratioNum;
```

```
ctx.strokeStyle = "white";
```

```
ctx.beginPath();
```

```
ctx.moveTo(xInner,eyeY);
```

```
ctx.lineWidth = lw;
```

```
ctx.lineCap = "round";
```

```
ctx.lineTo(x2,eyeY);
```

```
ctx.stroke();
```

```
ctx.fillStyle = ctx.fillStyle = "rgb("+  
Math.floor(Math.random()*256)+" "+  
Math.floor(Math.random()*256)+" "+  
Math.floor(Math.random()*256)+"");  
ctx.beginPath();
```

```
var irisSize = lw/2;
```

```
ctx.arc(lumiStartX,eyeY,irisSize,0,2*Math.PI);
```

```
ctx.fill();
```

```
ctx.closePath();
```

```
ctx.fillStyle = "black";
```

```
ctx.beginPath();
```

```
var pupilSize = irisSize/2;
```

```
ctx.arc(lumiStartX,eyeY,pupilSize,0,2*Math.PI);
```

```
ctx.fill();
```

```
    ctx.closePath();

    //mouth

    //var eyeSize = m2 - m1;
    // var eyeY = totalL - (eyeSize/2);

    var mouthVar1 = lumiStartX - (eyeSize/3.3);
    var mouthVar2 = lumiStartX + (eyeSize/3.3);
    var mouthY = eyeY + (eyeSize/3);

    var mouthL = ratioNum/2.3;
    var mouthM = mouthL/2.3;

    ctx.strokeStyle = "rgba(0,0,0 ,0.25)";
    ctx.beginPath();
        ctx.moveTo(mouthVar1,mouthY);
        ctx.lineWidth = mouthL;
        ctx.lineCap = "round";
        ctx.lineTo(mouthVar2,mouthY);
        ctx.stroke();
```

```
    ctx.strokeStyle = "#ff9999";
    ctx.beginPath();
        ctx.moveTo(mouthVar1,mouthY);
        ctx.lineWidth = mouthM;
        ctx.lineCap = "round";
        ctx.lineTo(mouthVar2,mouthY);
        ctx.stroke();

    //tongue
    ctx.fillStyle = "#ffb3b3";
    ctx.beginPath();
    ctx.arc(lumiStartX,mouthY,irisSize,0,Math.PI+(Math.PI*0)/2);
    ctx.fill();
}

function onClick(e) {

drawFace(e.clientX -10,e.clientY -10);

};
```

</script>