# Main.lua

This program has two ‘scenes’

1. It allows the user to select a clothing items and enter a strength
   1. when the user pressed the button
2. It displays the character wearing the appropriate clothing

# PseudoCode

## Requires

1. Require widget library

## Constants

1. Define required constants

## Variables

1. Define any variables that are required to have scope over all functions

## Functions

### createGenderPicker function(s)

This/These function(s) should (this may not be an exhaustive list);

Display a way for the user to select between “Male” and “Female

Chosen values will have to be stored in a table (like "foodChoice" in the

food example) that is scoped correctly

Make sure display objects are inserted into the correct group

Receives (this may not be an exhaustive list):

a reference to the group it will be stored in

the y location where it is supposed to be displayed.

### createPicker function(s)

This/These function(s) should (this may not be an exhaustive list);

Display a left and right arrow that can be used to negotiate through

the different options in the table

Display text between the two buttons that represent the currently chosen

clothing option

You will need to use a counter like in the food example to keep track of

the currently chosen pizza

Chosen values will have to be stored in a table (like "foodChoice" in the

food example) that is scoped correctly

Make sure display objects are inserted into the correct group

Receives (this may not be an exhaustive list):

a reference to the group it will be stored in

a table containing a list of things that can be chosen

anything else that you think is required

createTextBox function(s)

This/These function(s) should (this may not be an exhaustive list);;

Display a piece of text that describes what text is required

to be entered

Display a textField

Receives (this may not be an exhaustive list):

a reference to the group it will be stored in

Returns (this may not be an exhaustive list):

a reference to the textField you created

displayCharacter function(s)

This/These function(s) should (this may not be an exhaustive list);

Create a new group to display the finished "dressed character"

Display some text about the character (i.e. name)

Draw the character’s body and then place the appropriate clothing on the character

Make sure each of these items are placed correctly on the screen

Calculate and display the characters hitPoints

this should be a formula based on information chosen/entered

earlier

Receives (this may not be an exhaustive list):

a reference to the table containing all the chosen / entered data

selectButton function(s)

This/These function(s) should (this may not be an exhaustive list);

Display a button that when pressed will (this may not be an exhaustive list);

Validate the text fields to make sure the text is all OK

if not then show an appropriate error message

Remove the current group

Call the function that displays the character

Insert the button into the appropriate group

Receives (this may not be an exhaustive list):

a reference to the group to insert the button into

a reference to text field(s) so they can be validated

mainLoop function(s)

This/These function(s) should (this may not be an exhaustive list);

Create a group to put all your objects in

Create tables for all the clothing items

i.e local face = {"ecstatic", "happy", "scared", "smug", "surprised"}

Call the function that create that displays the gender choice.

Call the function(s) that create(s) the pickers

Call the function(s) that create(s) the two text fields

Call the function that created the "Finished" button

Call the mainLoop function