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| Pond class  Declare an arraylist of Fish  Setup(){  Draw the grass  }  Draw(){  Draw pond and grass  Always check for collision and always move fish  } | Fish Class  Variable members  Fishsize  Fishspeed  Fishcolor  spawnLoc  Boolean strong (this will be used to enable super fish. Meaning they ate a certain amount to become superfish)  Rgb colors that will assign the fish a random rgb value at spawn  Constructor{  Initialize fishsize to random  Initialize fishspeed to random  Initialize fishcolor to random  Initialize a random spawnLoc for the fish  Initialize random values for rgb  }  Method getFish  Returns PShape at current loc and the size is the variable fishSize  Method increaseSize   * Increases Size by the amount provided in the parameter * adjust the speed depending on the size of the fish * if its past certain size it will become a superFish that constantly switches colors   Method adjustFishSpeed   * Adjust speed depending on the size of the fish   At the start  Method physicsFish   * Will prevent the fish from going outside of the boundaries. * Increase or decrease location of the fish depending on its speed | Class insidePond  Spawn fish method  Iterate through a loop  And add new Fish, and then also draw these fish in the pond.  Move fish method  Iterate through loop and make each fish execute physics method and draw the fish onto a new coordinate each time.  checkCollision method  iterate through Fishes arraylist and compare it to every other Fish in the arraylist. If the distance between them is less than a certain amount it will add the smaller fish to a temporary toRemove arraylist |