

Gole
Madeley

Assignment 2

Graphics program in a window

Initial Plans

Window Size: 600, 800

6 Distinct shapes

1 compound drawing

Use functions to draw shapes at passed integer coordinates determined using random ints

Coordinates will be stored in 2 arrays

1 Array^(int) holding x coordinates (horizontal)

+
1 Array^(int) holding y coordinates (vertical)

Use all colours in Visual Studio for full marks

Have no pixel paper (my fault) so no drawings will be included sorry

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Implementation

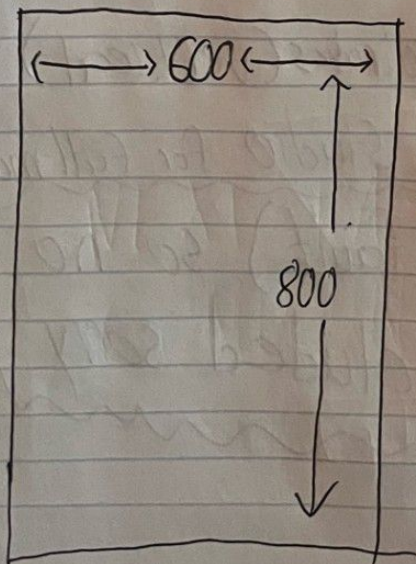
Initializing + Declaring arrays^(int) for coordinates went as planned; however, I was completely unable to get any random integers to generate regardless of where the Random variables were placed. And I'm really crunched for time...

SO

I'm just going to assign values to the Arrays manually using arbitrary^(int) int values. I lose marks for no random drawing placements but that's OK!

Also I created the window:

Window, setSize(600, 800)



This is everything
Contained in public class
Game, and Public Void
Setup



Now im working in Public Void Update

Im going to draw the shapes so long as the user holds down a key.

This will be done using a combo of very simple if statements and functions that are passed specific values from my 2 arrays

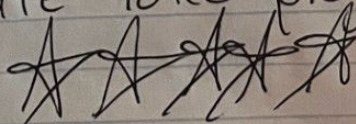
NOT using else ifs, as i'd like the user to be able to display multiple drawings at once while holding down multiple keys. If I used "else ifs" only one if statement would be active at a time.

The format for all these is: `if (Input.IsKeyboardDown(Keyboard) Input.A`

Within each "if" is a function call with the format: `DrawCircle(ArrayX, ArrayY)`

swapped for other keys for other if statements

This all went over extremely smoothly with minimal hiccups, just brute force programming basically



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THE FUNCTIONS

These were all basically just brute force programming and they all share a similar format barring the compound:

fnc DrawShape(X, Y)



Set distinct colour



DrawShape(X, Y) } for 2 of these, i'm
just gonna do a simple
for loop 3 times, adding
to the values of X and Y
each loop so when the user
holds down button, 3 appear



This is just for
marks

NEXT PAGE FOR

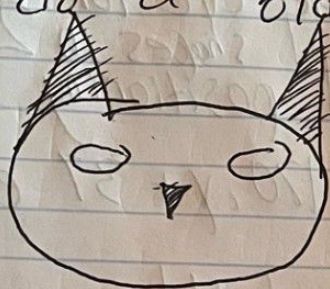
COMPOUND FNC



The Compound

It's Halloween soon! I'm gonna do a black cat drawing

Cat



Legend:  = ~~Triangle~~ Triangle

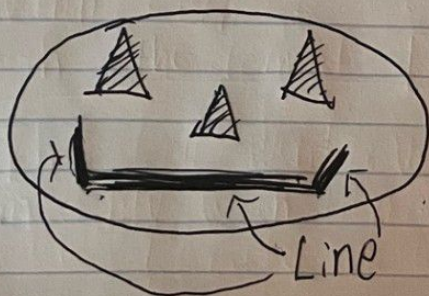
 = ~~Ellipse~~ Ellipse


The midpoint of his head is the passed x and y coordinates, so by doing things like $x + 25$, or, $y - 25$, I can shift the triangles and ellipses around to make the drawing using that as a reference point.


I HAVE SWAPPED PLANS AS THE CAT DIDNT LOOK GOOD WHEN I TRIED


Pumpkin

New Plan:



Legend:  = Triangle

 = Ellipse

 = Line

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Everything went very according to plan.
each shape function has a different
colour and placement, there are for loops
to print 3 distinctly placed shapes in
of the functions, I manipulated positioning
with $x + 25$, $y - 25$, $x + 170$, $y + 37$ etc.

Yup! Think that's about it!

Still no pixel paper though, sorry about that

