

<https://study.com/academy/lesson/adding-jtextfield-jbuttons-tool-tips-to-a-jframe-in-java.html>

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Calendar: Combat procrastination (YES JUNICE)

Week:	What is expected:	Was it done? Problems?
Dec 11-17	<input checked="" type="checkbox"/> Start the coding of the Grocery game <input type="checkbox"/> Decide fonts <input type="checkbox"/> Decide color palette	-Understanding card layout -Use a frame and have panels added to the layout
Dec 18-24	<input type="checkbox"/> Make graphics	-Hard time with keylistener -Currently working on falling items
Dec 25-31	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> Make background frames <input checked="" type="checkbox"/> Finish coding of the grocery game	-Trouble with the falling items (junice fixed it :3)
Jan 9-13	<input type="checkbox"/> Finish code the different recipes <input checked="" type="checkbox"/> Title + map panel graphics (Junice) <input checked="" type="checkbox"/> fridge + Grocery store graphics (Irene) (today) <input type="checkbox"/> Grocery game start button help (junice) <input type="checkbox"/> Kitchen panel code (Irene) <input type="checkbox"/> Health bar <input type="checkbox"/> Fridge identity stuff	-Fudge layouts
Jan 14-18	<input type="checkbox"/> Debugging <input type="checkbox"/> Implement all the code altogether <input type="checkbox"/> Finish graphics and import 1. Catching items and storing in the fridge 2. Cooking meals and adding to the xp bar (<ol style="list-style-type: none"> Ask if I should have separate objects and classes for each meal? How do you have layered panels with cardlayout? 3. Finishing screen 4. (optional) sort the recipe meal cards	

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☐ TREAT OURSELVES TO PETITE POTOTATO

Title - be full

Theme - Cute pixel images, pastel colours

Shop for groceries:

- Groceries fall out of the sky, mini game
- Have to collect them in your cart

Main visual components:

- Start page
 - Instructions
 - Start button
 - Exit button
- Main page game thingy
 - Grocery store [background pic](#)
 - Kitchen
 - Funny paths
 - Along the path and green space there can be like flowers and side decor(animated)
 - A school that you can't enter because you're too hungry
 - A gym that you can't go to because you're too weak due to lack of food
 - A Park

Game play:

- In the kitchen
 - Four hearts representing fullness each 25 as well as a number indicator of how many full points you have(Always at the bottom of the screen) process indicator.
 - Code 3 preset recipes
 - There will be a fridge icon that the user can click on to open another panel showing the number of ingredients that the user has.
- Cooking concept:
 - When you click on the kitchen icon you will be presented with the available recipes you have
 - *(The fridge door will always be open to show how many slot items you have)*
 - The recipes will just show the dish name, image of the dish, and the required ingredients to make it. If you have sufficient ingredients, the cook button will be pressable underneath
 - Cook
 - When you are done cooking you can eat it and will bring up your xp
 - Game over when your full

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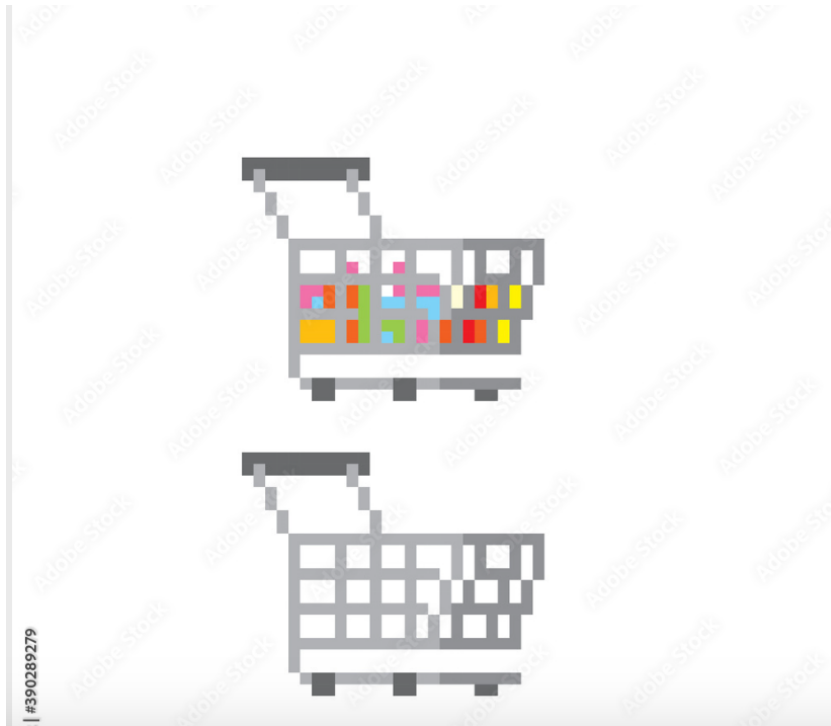
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Images/references:

For grocery store:



https://www.pngitem.com/middle/hboJxT_transparent-cute-food-png-pixel-food-png-download/

kitchen :

<https://livingtheindie.itch.io/pixel-house-interior/devlog/46421/new-release-pixel-kitchen-set>

<https://www.pinterest.ca/pin/317926054949774329/>

https://stock.adobe.com/ca/images/pixel-kitchen-pixel-art/219371539?as_campaign=ftmigration2&as_channel=dpcft&as_campaign=brand&as_source=ft_web&as_camptype=acquisition&as_audience=users&as_content=closure_asset-detail-page

Food: You need 100 food points to fill the bar!! 25 points for each heart!!

[Pancakes](#) - 3 flour + 1 egg + 2 sugar + 2 strawberry(8 food points)

[Toast with egg](#) - 1 egg + 2 bread(4 food points)

[Strawberry smoothie ice cream float](#) - 2 milk + 1 sugar + 3 strawberry(6 food points)

[Roll](#)

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og donut picture

<https://www.dreamstime.com/pixel-art-egg-icon-kitchen-utensils-vector-sign-web-mobile-design-bit-games-image148252735>

Ingredients:

[milk](#)

[strawberry](#)

[Bread](#)

[Sugar](#)

Egg

Flour

Extensions:

- At the start of the game, your nutritionist orders you to eat a certain amount of a certain dishes according to your diet.
 - You have to remember that and will only succeed if your xp bar is full and you cook the right dish

Instructions page:

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Welcome to Be Full! An indie, asmr game that is sure to get you hooked! Join us on an adventure to collect ingredients and use them to cook delicious meals that you can eat.

Objective: Continue collecting and cooking meals to eat until you fill your hunger bar to the max.

Instructions -

When you click the start button, you will be presented with a map with multiple destinations. Explore what the different places can do! The main destinations will be the grocery store and the kitchen.

The grocery store: A mini game that you can play to gather the ingredients. Each round will consist of a specific number of items that fall from the top of the screen that you can collect in your grocery cart by moving it around at the bottom of the screen and catching the items as they fall into the cart. All the ingredients that you collect will automatically be stored in your fridge storage.

The kitchen: Clicking on the kitchen icon will bring you to the kitchen where you can cook your meals. It will also have your inventory of items displayed as well, so you will be able to check how many ingredients you have. You will be able to cook by clicking on the recipes available and just hitting the cook button underneath. More recipes will be unlocked as you progress!

Thank you for playing our game and we hope you enjoy it!