

DEVELOPER GUIDE

1. CONSTRUCT:

source file: HOMER-RUSH.rkt

what the function does: It takes as input different parameters (world menu in-game hpos map hspeed display jump jstart end-jump? end quit) which recalls auxiliaries functions and every time it builds the Appstate based on the auxiliary functions results.

library used:

2. KEY-EVENT:

source file: HOMER-RUSH.rkt

what the function does: It takes as input 2 parameters (world key) and by recalling different auxiliaries functions checks the keys and in order to execute their functionalities when needed

library used: 2htdp/image; 2htdp/universe

3. KEY RELEASE

source file: HOMER-RUSH.rkt

what the function does: It takes as input 2 parameters (world key) and by recalling different auxiliaries functions checks whether the key is not pressed anymore (for left and right)

library used: 2htdp/image; 2htdp/universe

4. TOCK

source file: HOMER-RUSH.rkt

what the function does: It takes as input one parameter (world) and by recalling even the CONSTRUCT function, controls the possible way for which the game could end (e.g.: end-map, game-over,)

library used: 2htdp/image; 2htdp/universe

5. DRAW-WORLD

source file: HOMER-RUSH.rkt

what the function does: It takes as input one parameter (world) and draw the actual world composed by the all structures that defines the component of the game (e.g.: player, background, stopwatch, clock)

library used: 2htdp/image; 2htdp/universe

6. BACK-SCENE?

source file: HOMER-RUSH.rkt

what the function does: It takes as input one parameter (world) and by recalling auxiliaries functions strctures check which one of the several images (back) have to appear

library used: 2htdp/image; 2htdp/universe