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P4WCI Final Project:

Don'tTextAndDriveSimulator2020

Synopsis:

Our Chosen PSA was Don't text and drive. This is an image of the poster we selected:



Source:

http://www.gilmermirror.com/view/full_story/26609819/article-Pine-Tree-High-Student-Wins-1st-Place-in-Texas-Teen-Safe-Driving-Coalition-Poster-Contest?instance=lead_story_left_column

Our program gives you the choice to text and drive, or not to. Afterwards you'll drive a car, if you have chosen to text you will get into an accident and you will see the consequences.

Usage and Interactions:

- **Choice: text and drive or don't text and drive.**
By hovering your mouse over the screen you will see the option to either text or drive or not to. Clicking on either will cause the program to go to the next stage.
- **Steering**
While in the next stage you can steer the car across the road, though not off it.

Architecture:

- **Main class:**
Initializing and setting public vars
Calling main methods for different stages
KeyPressed and keyReleased methods
- **Start Class** (Class for start screen of program in stage 1)
 - Method display, draws start screen
 - Method hover checks mouse position changes stage
- **Drive class** (Class for screen of program when driving in stage 2)
 - Method display, draws driving screen
- **Phone class** (Class for drawing the phone and phone sounds in stage 2)
- **Wheel class** (Class for drawing the steering wheel and turning it in stage 2)
- **Stripes class** (Class for drawing the stripes on the road in stage 2)
- **Tree class** (Class for drawing trees next to the road in stage 2)
- **EndScreen class** (Class for drawing the end screen in stage 3)

- Method display, draws end screen

Class Diagram:

