

Poke the Dots Version 2 Algorithm

- 1) create window
 - 2) create game
 - 1) create clock
 - 2) create (small) dot
 - 3) create (big) dot
 - 3) play game
 - 1) **while** not player has selected close
 - repeat:** play frame
 - 1) handle events
 - 1) **for** **event** in **event list**
 - repeat:** handle one event
 - 1) **if** event category equals close
 - true:** remember player has selected close
 - 2) draw game
 - 1) clear window
 - 2) draw (small) dot
 - 3) draw (big) dot
 - 4) update display
 - 3) update game
 - 1) move (small) dot
 - 1) **for** **index** in **sequence 0 to 1**
 - repeat:** update center at index
 - 1) add velocity at index to center at index
 - 2) **if** dot edge outside window
 - true:** negate velocity at index
 - 2) move (big) dot
 - 3) control frame rate
- 4) close window

class: Dot

Class Attributes

Instance Attributes

- color
- radius
- velocity
- center
- window

Methods

class: Game

Class Attributes

Instance Attributes

- big dot
- clock
- frame rate
- small dot
- window
- close selected

Methods