// Interactive Fortunes

Create an inviting interactive fortune telling system that provides feedback in the form of a random fortune. Use at least one object (interactive button) and one array (a list of possible fortunes). Your graphic approach could be literal (magic 8-ball, fortune cookies, voodoo doll) or an abstracted graphic interface that invites exploration.

Sketch your designs on graph paper first. Look for values that have a mathematical pattern/relationships that can become variables, loops and functions.

Your Processing sketch should be at least 1024 x 600

(save as ex5.pde)

Begin all sketches with comments that include a description of the sketch, name and date.

Comment all code

//Challenge (optional)

Add more immersive elements, such as animation, increased user feedback, and/or multiple levels of interactivity

//Digital Submission

A folder to the class files (in SCC 2102) titled FirstNameLastInitial_ex5 with 1 sketch folder (with pde file)

//Analog submission

Graph paper sketches, code printouts, screen shots of all sketches

// Note

We will view and discuss this exercise in class. Please check Canvas for specific due date.
Your work must be complete before class. Be prepared to discuss your ideas and results.

Helpful code :

Ex5.pde

```
Ball magic8; // create object
PFont f; // create font
PFont f2;

void setup() {
      size (700, 700);

//add font
f=loadFont("BlueHighway-Bold-150.vlw");
f2=loadFont("BlueHighway-Bold-24.vlw");

//construct object
magic8 = new Ball(width/2, height/2, 400);
}

void draw() {
      drawBackground();
      background(255);

// call object methods
magic8.update();
magic8.display();
}

void mousePressed() {      // call object methods
      magic8.press();
}

void mouseReleased() {     // call object methods
      magic8.release();
}
```

Ball.pde

```
void update() {          //updates the over field every frame
//checks if mouse is over interactive zone (based on a rectangle)
if ((mouseX >= x-dia/4) && (mouseX <= x+dia/4) && (mouseY >= y-dia/4)
      && (mouseY <= y+dia/4)) {
      over = true;  }
else {
      over = false; }
}

//returns the boolean
boolean press() {
      // if mouse is over the interactive area (checked during update)
if (over == true) {
      // then pressed is also true (because this method
      // is called in main sketch when the user presses the mouse)
pressed = true;
      // get random index number that can be used to
      // access the array of messages
rm=int(random(messages.length));
return true;
}
else {
      return false;  }
}

void release() {
   pressed=false;      // set to false when mouse is released
}

void display() {
   // statements to draw graphics go here
   // check which graphic to display on top of 8-ball
   if (pressed == true) {
   displayRandomText();
}
else {
display8();
}
}
```