**INITIAL GOALS**

**NAME**: Yifu Wu

LIST OF GENERIC GRAPHIC CONCEPTS YOU WISH TO ACCOMPLISH:

-Loading pack of gif pictures to present character’s movement

-Using direction keys -Using jumping button

-Putting the background

FUNCTIONAL ASPECTS:

After running the program, it will have an initial character on stage. By using the direction keys, the character can move.

Character’s movement will be performed by using different gif pictures.

Hit the space button can let the character jumps.

ARCHICTECTURUAL ASPECTS:

-Creating the JFrame, name it “Come on”

-Finding an image as the background of the stage, will be showed in Background panel. It would be put before the character is added, so the character will be above the background.

-Putting the character in Main panel which will be at the centre of the frame.

-Creating the direction buttons, which allow character moves, in the secondary panel which will be showed at bottom of the screen.

-The jumping button (space key) would be created to allow the character to jump, it also would be showed in the secondary panel at the bottom of screen.

**Planned Steps**

|  |
| --- |
| **New incremental feature of each step** |
| 1. Create a JFrame, name it “Come on ” |
| 1. Create a Background panel |
| 1. Find an image, load into background panel |
| 1. Put the background panel into JFrame “Come on”, run it and check if it is working |
| 1. Create a Main panel |
| 1. Put the character’s standstill image into Main panel, run it without active the background panel. It would check if the character’s image works fine in the Main panel. |
| 1. Try to put character on the background image (Main panel will be added after the Background panel) |
| 1. Fixing bugs |
| 1. Create the Secondary panel |
| 1. Make direction keys in the Secondary panel |
| 1. Check how to connect the Secondary panel and Main panel to make the direction keys work. |
| 1. By using direction keys, try to move the initial character’s image |
| 1. Try to load more gif images to the Main panel |

**Final Graphics Report**

**Teacher: Mr. Grondin**

**Student:Yifu Wu**

**Major developments/breakthroughs(reference specific code please):**

My major developments

1. creating JButton using actionlistener to make the buttons work

btnRight = new JButton("Move Right");

btnRight.setName("Right");

add(btnRight, BorderLayout.EAST);

1. Using actionlistener to make the buttons work

class DrawRect implements ActionListener {

@Override

public void actionPerformed(ActionEvent event) {

if (event.getActionCommand().equals("Move Right")) {

dX += 8;

System.out.println("Move Left");

} else if (event.getActionCommand().equals("Move Left")) {

dX -= 8;

System.out.println("Move Left");

}

if (event.getActionCommand().equals("Move Up")) {

dY -= 8;

System.out.println("Move Up");

} else if (event.getActionCommand().equals("Move Down")) {

dY += 8;

System.out.println("Move Down");

}

revalidate();

setVisible(true);

}

}

1. Connect panels from different classes

panButtons panbuttons = new panButtons(); //(panButtons is another class only for buttons)

**Major Challenges/setbacks( reference specific code please):**

1. Button size: so far I only can display buttons in the panButtons panel, but I can not change the specific size of it.

btnRight = new JButton("Move Right");

btnRight.setName("Right");

add(btnRight, BorderLayout.EAST);

1. The gif would not change when I click moving button(suppose to change from standstill.gif to move.gif)
2. Could not load all the gif images into the program(not achieve)

**Any modifications to your planned steps:**

1. Moving the background picture and character’s gif image into one panel called “MainPanel” instead of using 2 classes
2. Creating buttonPanel only for buttons, and it connect with “MainPanel” not “Main”
3. The “Main” class is only for main frame. I connect “Main” with “MainPanel” to make the program works.