

When I make something in Scratch, I often like to simply hide things and show things to create the things I want. I went around Java and tried to see if I was able to hide and show different frames. If I was able to, I could have a lot of fun creating buttons that hide and show different frames, because I was able to figure out on my own how to get different buttons to do different things. I was quite proud with my clicker game that I made, but I was also very proud of my GUI component I made. I never got to try and mess with hiding and showing frames however, so I wanted to try and do that in order to combine both my clicker GUI with my box spinner GUI. I managed to create a button on the GUI page that allows you to access the code of my other clicker game. Additionally completely re did the clicker game visuals, before it felt more randomly placed together because the only important thing was that it worked. However I went in and changed the text to make it feel better as well as having a button for a store. Before I had the store change all the text of existing buttons. But with my new approach, I also made the store a completely new frame that you could freely go back and fourth from.

For our final project I wanted to make the shop, which is typical of clicker games. With lots of assistance along the way, I was able to make a store that works. I split it up into 2 classes, an item class and a store class. The item class sets up each item with a total of 6 items at the end. After I set up each item, I went into a photo editor and made 6 different images for the 6 items I have. I made sure to scale them down to ensure that it fits in our group project's frame. I created a store class to make the 6 items as well as house them. The store class also held all of the code for the action listeners, which using the buy buttons, would check to see how many bagels the player has, and sees if they have enough to purchase the item. If they do, it adds a number depending on the item they purchased to the item multiplication value. For every click the player will get $1 * \text{whatever the multiplication value is}$.