MAIN IDEA

DINO VS AIR HOCKEY WOOOOOOOOOOOP

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| Main Topics | Subtopics | DINO | AIR HOCKEY |
| **Topic 1: Warming up** | 1. **Warming Up**    1. Writes word       1. Writes a word out of an array       2. Writes the word backwards       3. Counts the times a letter appears       4. Decides whether the array is a palindrome or not | We can use these for the way to write our starting text on the screen, like “welcome in this game”  We can write it backwards too or use the array lists stuff from Module 2 to make a small animation for it (otherwise just have it display backwards for a second and then back to normal, making it “special”) | Starting screen animation thingy |
| * 1. Writes 1.1 with a draw method etc. |
| * 1. Write a program with an array of integers of length 500, count how many are above 50 |
| * 1. Write a program that transforms a binary number… |
| * 1. Take your bouncing creatures program from module 1 and rewrite it with PVectors. |
| **Topic 2: Randomness** | 1. **Randomness**    1. Use a random function to program a dice    2. Change dice so that 6 has higher prob.    3. Draw a splash of colors    4. Pepin ball Noise    5. Landscape car | 2.3 can be combined with the particles, because it looks similar.   1. Make it that the particles effect kind of ‘draw’ the paint splash 2. If that’s too difficult we could have splash as a change in between screens so after the dino has been shot out the catapult   2.5 can be used to make the illusion of a moving screen like in the no internet dino game | 2.3 Change in between screen, fill up screen with splashes of color  2.5 starting screen – a person walking towards the arena/ where the air hockey table is |
| **Topic 3: Forces** | 1. **Forces**    1. Catapult    2. Shooting Catapult | 3.1 and 3.2 for use are one program, and that’s the whole catapult game.  Well basically we use them to shoot out our dino at the start of the game | The way the air hockey puck is being shot |
| **Topic 4: Particles** | 1. **Particles**     1. Particle’s wand | 4.1   1. can be used to have like a sort of rocker fumes or particle dust after the shooting of the dino, so in a way it follows the dino when its shot out 2. Or it can be made that the particles that are coming out of dinos butt become bigger and transform into the splash and then cover the whole screen and then the new scene is set | 1. Fumes off the puck 2. Goal scored special effects |
| **Topic 5: Flocking** | 1. **Flocking**     1. Our bird balls avoiding a block | 5.1 can be used that once the dino has flown onto the new screen then it bumps into the walls or something, and then new mini flocking dinos are made | Random extra ppl walking around the table in a flocking motion |
| **Topic 6: MSD** | 1. **MSD**    1. Moving flower    2. Smooth Flower (better looking) | 6.1 and 6.2 are one program for us  We can use them as background flowers or trees for the middle screen with the moving background.   1. We could try to make them move too 2. Or they can just be stationary and like appear on a new location (kind of like your clouds in your Module 1 assignment) | Special effects when a goal is scored, or just hanging decoration above the table |
| **Topic 7: Program Structure** | 1. **Structure**     1. Catapult breaks wall | 7.1 can be used as mentioned previously as a wall in which the dino crashes and makes new baby dinos. | Scoring the goal or when it bounces off the edge of the table, it can change color etc. BLING BLING |