Minigame

Kaya's Code idea dump

Things we need:

In mini game need to make the arrow keys move the skater
Will have had to have a background image added that looks similar to an ice skating rink
Need to upload a different icon for each character depending on who it is.
Draw checkpoints
Draw path
Draw a path on the ice connecting one checkpoint to another, once a checkpoint is reached there is a pop up box with a question and after it disappears new path appears.
Need ability to register if skater is on highlighted route
If so also need timer to register how long not on the path, in order to quit game if 30 seconds pass.

Methods probably needed:
private void setUpRink()
private void runMiniGame()

```
private GOval checkpoint 1;
private GOval checkpoint 2;
private GImage skater;

//possible random generator for checkpoint locations
private RandomGenerator rgen = RandomGenerator.getInstance();

//first declare the constants for the amie, such as the size of the window/application
public static final int SKATER_SIZE = 50;
public static final int APPLICATION_HEIGHT = 600;
public static final int APPLICATION_WIDTH = 600;
public static final int CHECKPOINT_SIZE = 10;


int dx = 600;
int dy = 600;
```

```
private GOval createCheckpoint(){
	Oval tempCheckpoint =  new GOval(BALL_SIZE,BALL_SIZE);
	tempCheckpoint.setFilled(true);
	tempCheckpoint.setColor(Color.YELLOW);
	return tempCheckpoint;
}


private GImage createSkater{
	%%insert image of skater, use if function to determine which?


private void runGame{
	GLabel message =
	new GLabel("START!!!", 95, 300);
	message.setFont("SansSerif-36");
	add(message);
	waitForClick();
	remove(message);
	checkpoint1 = new createCheckpoint();
	checkpoint2 = new createCheckpoint();
	checkpoint1.setLocation(50,300);
	int c2x = rgen.nextInt(0,getWidth());
	int c2y = rgen.nextInt(getHeight(),0);
	checkpoint2.setLocation(c2x, c2y);
	skater = new createSkater();
	double sx = skater.getX();
	double sy = skater.getY();
	if(
```

KeyListener
java.awt.event

If statements:

```
public void keyPressed(KeyEvent e){
	double x = skater.getX();
	double y = skater.getY();
```

```
        if (e.getKeyCode() == KeyEvent.VK_UP){
                y -= 5;
        }
        if (e.getKeyCode() == KeyEvent.VK_DOWN){
                y += 5;
        }
        if (e.getKeyCode() == KeyEvent.VK_LEFT){
                x -= 5;
        }
        if (e.getKeyCode() == KeyEvent.VK_RIGHT){
                x += 5;
        }
}
```

Or
Separate methods:

```
public void up(){
        }
```

Etc…

Or Switch statements

```
public void skateAlong (KeyEvent e) {
        switch e.getKeyCode() {
                case KeyEvent.VK_UP:
                        dy += 5;
                        break;
etc...
```