

# Code classes draft

## Screen.js

- main screen class
- all other classes are subclasses
  - wendyText() //to load wendy text boxes
  - wendyExp() // to load wendy sprites
  - controls() // to load all control clickables
  - not sure if inheritance works the same way here

## ComicPage.js

- Handles the comic page screens
- left/right arrows to cycle through the pages
- choose what text gets put in the pages
  - pages [] = {array of pages} // load all page urls in
  - img prev page, next page; //preload previous and next page
  - printPage(img page, int pageIndex) //prints current page and loads in adjacent slots
  - printText(int choice) // prints the chosen text on the page.  
May also change page loadout
  - loadPages(int choice, img array pgs, int choice, img array pgs... )// up to three choices
  - nextPage()
  - prevPage()
  - done()

## SocialMedia.js

- handles the not!twitter screen
- merge all apps into one
- use tabs: comic post + caption, comments, messages, earnings
- left/right arrows for pagination in comments
  - comicPost() //prints screen, just click a button
  - comments() //4 comments per page, 4 pages of comments

per comic post

- messages() //looks like any other messaging app. click on messages to open message
- earnings() //kind of static? nothing to do here other than to look at ur numbers

map.js

- probably can use pngroom.js for this?
- navigable home map
- might cut this out for time restrictions