

Dille & Kamille

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Made in Processing 3.5.4

For our final project we chose to make Dille & Kamille in Processing. We used this picture as reference. Some returning elements from the original store are the shelves with some plant pots full of plants, the hanging ivy plants, the bird houses and the baskets.



- If you drag the mouse while it's over the plants on the shelves, the bees will follow the cursor.
- Click the bird while it's walking on the shelf pecking to make it flee to the bird nest. If you click the bird when it's on the bird nest, it will return to its starting position.
- Click the butterfly to make it freeze in midair. It will stay frozen until clicked again.

Class (Alphabetical)	Description	Methods
Basket	Displays a basket.	display()
Bee	Flies around the screen. Follow mouse cursor if the mouse is being dragged while it's over a plant on a shelf.	display(), move(), smellFlower()
Birb	Walks around on the top shelf pecking the ground at random intervals. When clicked, it flies to its nest. If clicked while in the nest it will return to its starting position.	display(), walk(), pecc(), flee(), shelf(), mouseOverBirb()
BirdHouse	Displays a birdhouse.	display()
Butterfly	Flies around the screen. Clicking the butterfly will make it freeze in place, until clicked again.	display(), fly(), mouseOverButterfly()
Nest	Displays the bird's nest in the top left corner. The bird flies to and away from this when clicked.	display()
Plant	Displays a plant.	display(), mouseOverPlant()
PlantPot	Displays a plant pot.	display()
ShelfPlant	Displays a shelf plant.	display(), mouseOverShelfPlant()

