Write-up Final Project

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The program should be accompanied by a two-page write-up. The first page should have the following sections:

- **Synopsis.** Mentioning which shop window was chosen, and a picture of it. De-scribe briefly what elements from the shop window or shop front return in your animation. Strictly less than 100 words.
- **Usage and interactions**. An itemised list describing briefly each interaction with the program and what to expect.
- **Architecture.** An itemised list briefly describing the most important methods, and each class.

The second page should present the structure of your program as one of the diagrams that were discussed in class. You are free to choose which type of diagram you want to use. Make sure that it conveys the structure of your program clearly. Note, the diagram is meant to be an aide to understand your program. Bring a paper copy of it to the oral exam.

The write-up should not exceed two A4 pages with normal margins, normal linespacing, and normal font size. Your write-up will have to be written in English. For full marks your write-up should be concise as well as accurate. Upload your write-up as a single, two page PDF document. No Word.

Synopsis

The shop window that we choose was Royal Donuts Enschede. The elements we are going to use are:

- The Simpsons as the main characters.
- Homer and the donut in his hand as the main playing character.
- The pink drip as the background.
- The use of the pink colors throughout the design.

Usage and interaction

When you run the program the user need to click on click to plat to start the game. In the first game the user needs to catch the donuts with Homer, Homer is from left to right by the a and the d key. When Homer gets too heavy he starts to go down and you need to lay him in the end with the same keys. Now the second game starts in which you need to feed Homer the fruits and vegetables to get him healthy again.

Architecture

- Main
- Background: the background from game 1
- Background2: the background from game 2
- Bed: the moving bed in game two
- Donutgameleft:
- Donutgameright:
- Donuts: the donuts moving right on the conveyor belt
- Homer: the main playing character
- Production:
- Productionline:
- Start: the start screen of the program

Structure of the program