

I chose the shopwindow of recordstore 'Popeye' in Hengelo. I did not get to take any pictures but I gathered these from google maps. I copied the front of the store the best I could. As for my animation I did not take a whole lot from the window itself. I did however make my own musicplayer within the program so this relates to the store aswell. Here is the picture I used the most as a reference for my program.



List of interactions:

- hover over an albumcover with the mouse to be able to select a disc.
- click and drag a disc to the machine at the bottom to start the playback
- press 'X' to close the player
- press 'R' to reset the song
- press the play and pause button to stop and start the music

Most important methods and functions.

- Disc is one of the most important classes since it combines the player method with the dragging and dropping of the discs
- musicArt is also one of the more important ones since the registering of the mouse while dragging and dropping is managed here
 - withing musicArt the most important methods are hold hover and select since these all make sure the user is not able to pick up multiple discs at once
- musicPlayer is one of the other most important classes since it almost handles all files and all interaction is done there
 - within musicplayer the most important methods are button and quit since these change the Boolean playable which makes sure no songs are reset at the same time which would cause them to start playing.

