

P4WCI Final Project Write-Up

Lucas Leijers-Vis & Tobias Brouwers

Synopsis

For the shop window, we chose Comicasa in Enschede. It's one of Tobias's favourite stores and has lots of interesting things at the window. We have animated the Marvel poster, the Exploding Minions game and the Mariposas game.



Usage and interaction

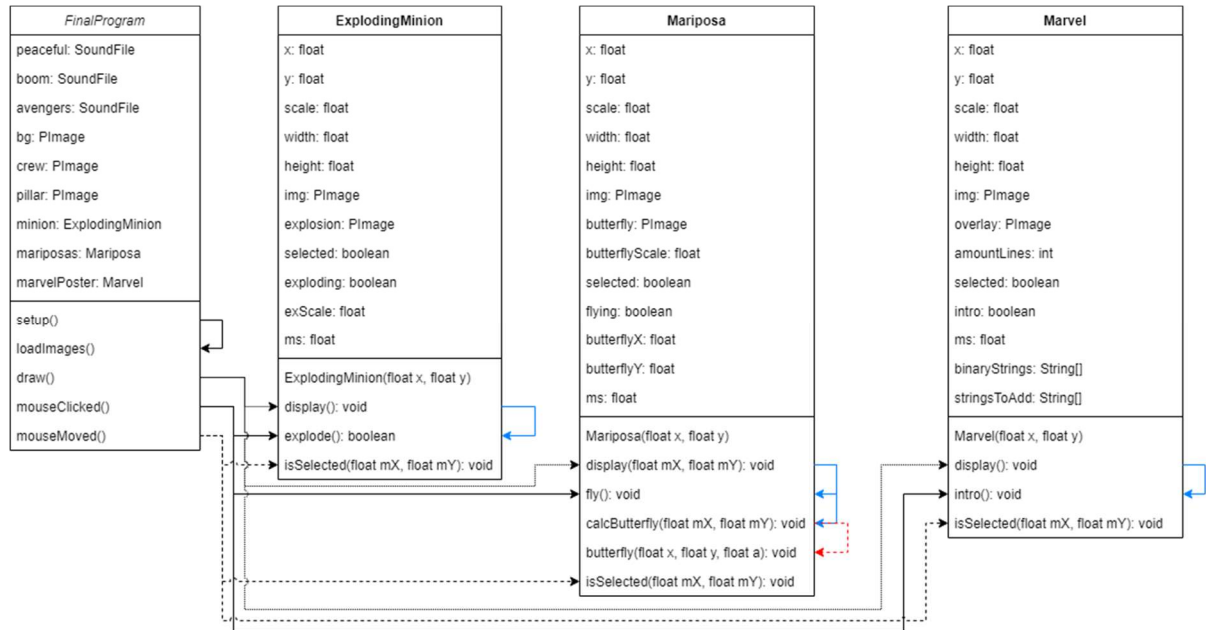
All the interactive elements will become slightly bigger when you hover over them, to indicate they are ready to click. They also all have their own sounds when clicked. Note that processing doesn't always register mouse clicks for some reason. If you click on the Marvel poster, the screen will fill with "P4WCI" in a Marvel-style way. Then, the background will fill with (randomly generated) binary numbers again mirroring the Marvel intros. If you click Mariposas, a monarch butterfly will follow your mouse for a few seconds and flutter slightly. Part of that code was taken from the processing tutorial examples. Indicated in the code itself. If you click Exploding Minions, a huge explosion will fill the screen.

Architecture

There are 3 classes and a main function, which is just called FinalProgram. The classes are "ExplodingMinion", "Marvel" and "Mariposa". The main function uses mouseMoved() for selecting the elements, draw() to call their display functions and mouseClicked() for running their programs.

Each class is built very similar, they have their constructor, a display method, an isSelected method, and a method that activates their ability. The exception for this is Mariposa, which has additional functions for calculating the way the butterfly should move. The display method calls their activation method once activated, this is because the display function gets called with each draw, so this way you can create a timed loop that's dependant on the framerate.

Diagram



If it's not readable, there is a .drawio xml file in the project directory.