

I based my shopping window on the giftshop Expo near the city centre I used this picture as my base. (The shopping window has since been changed)



My shopping window consist of a: background, alpacas, boxes, and plants. All element I took can be found in the real shopping window. The program displays alpacas and plants. If you click on an alpaca, you can control it with 'a', 'd' and 'w'. The plants automatically create leaf particles that fall down.

Background:

- Is used in displaying the actual background
- Is used in displaying the boxes
- Is used in displaying different parts of the for- and 'mid'-ground

Alpacas:

- Can be clicked on to active
- If activated can move left, right and jump (a, d and w)
- Play an animation if walking
- Can turn

Movement:

- Is used in deciding the movement for the selected alpaca
- Is used for bringing the alpaca down after jumping

Plant:

- is used in placing and displaying the plants

Leaf:

- Is used in placing and recycling the leaf particles

Class diagram:

