

# P4WCI – Final Assignment

## SYNOPSIS

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The chosen shop for this program was Van der Poel in Enschede.



The items from the shop front shown in the program are the front structure (windows and entrance), the Van der Poel sign, the text in the right window and the ice cream counter from inside the shop.

## INTERACTIONS

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There are two scenes in this program: the shop front and an ice cream maker.

In the shop front you can:

- Move mouse around to see a parallax effect between the front and the inside part of the shop.
- Hover mouse over one of the two entrances to show an “enter shop” arrow
- Click over the entrance to enter shop (ice cream maker scene)

Inside the shop (ice cream maker), you can:

- Choose a cone with the mouse
- Drag a scoop from the ice cream pots in the left side of the screen
- Release scoop above the cone to place it
- Release scoop outside the cone area to make it fall off.
- Change current cone by pressing Spacebar
- Restart ice cream by pressing key ‘X’
- Mute music by pressing key ‘M’

## ARCHITECTURE (EXCLUDING PROCESSING’S DEFAULT METHODS)

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- **class Dialog:** Show the cone selection dialog window.
- **class Scoop:** Ice cream scoops (displayed with method **display()** of this class)
- **class VDPoel:** Shop front design (displayed with method **storeParallax()** of this class)

## DIAGRAM

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