

# Final Programming Assignment Write-up

## Wieger Wittrock, group 1

### Synopsis

I chose "By Jan Marc" in Hengelo as my shop window. There are quite bit of similarities. Things that return in my shop window:

Metal beams, Dark wooden floor, Rusty locker with a locker door in the middle, White ceiling with lights, Second glass window to the right, Black and white image as background, Clothes hanging in the right- and left side of the locker, text in bottom-left of the glass

### Usage and interaction



What	How	What to expect
Breaking glass	Hit the glass with the crowbar, by pressing the mouse	Glass will eventually break
Turn on/off lights	Pressing the light switch	Lights will turn on and off
Drag t-shirt	Press and hold a t-shirt	You can drag the t-shirt across the store
Throw t-shirt	Let go off the mouse when dragging a t-shirt	The t-shirt will fly and bounce across the store
Hang t-shirt	Let go off the mouse when dragging a t-shirt, near one of the hangers	The shirt will hang
Open/close locker door	Press the locker door	The door will open/close
Dye the t-shirts	Let go off the mouse when dragging a t-shirt, in the open locker door	The shirt will go into the locker, and have a different color when the door is opened again
Reset shirts position	Press any key	The shirts will reset position

### Architecture

Class	Description	Important methods
Background	We draw the background of the shop, has no interaction	display
Clothes	These are all the t-shirts, you can drag/throw/dye them	display , update, nearTshirt, selectTshirt
Crack	These are all the cracks in the glass, the appear when you hit the glass.	display
Crowbar	Crowbar hits the glass when you press the mouse	display, moveCrowbar
Lights	You can turn the lights on/off	display, lightSwitch
Locker	This draws the locker and connects the classes Clothes and LockerDoor	display, update, resetShirtPosition
LockerDoor	You can open/close the door, use it to dye shirts	display, update, openAndCloseDoor
Shop	This connect all the classes and is the only object in the main tab	display, update, pressMouse
Window	This draws the glass, and connects the classes Crowbar and Crack	display, update, crack

## Structure

*This is the story, but you can of course do what you want:*

*As the owner of "We sell Green/Blue shirts", your number 1 competitor in the shirt market is of course "We sell red shirts".*

*One night you break into their super-secret research shopwindow. It is known that they are experimenting on bouncy red shirts.*

*this research will end the competition for once and for all. So you will have to make sure their research fails by dying the red shirts!*

*After breaking their glass with a crowbar, you find a mysterious closet that can change the colors of all the shirts inside!*

*This will surely ruin their day!*

