I Like Destroying My Car.
Programming Final assignment.
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We will be using the shop: I like wine, Wijnwinkel. Located at: Enschede straat 4, hengelo.

Our animation will be a 'racing game' with the blue car as the car you race in and the wine bottles as destructible obstacles that will damage your car. The santa clause will not be included in the animation. Wrenches have been added that will repair your car, but these do not appear in the shop window.

The main controls for the game will be:
Up arrow, moves the car forwards
Down arrow, moves the car backwards
Left arrow, turns the car left, but only if the up arrow is pressed. If the down arrow is pressed the car will turn right to mimic the real steering of a car.
Right arrow, turns the car right, but only if the up arrow is pressed. If the down arrow is pressed, the car will turn left to mimic the real steering of a car.
If both the up and down arrow are pressed, the car will not move.
If both the left and right arrow are pressed, the car will not steer.

Classes used:
Car
wineBottle (multiple in an array)
Wrench (multiple in an array)

Methods.
car.display()
car.keyCheck()   \
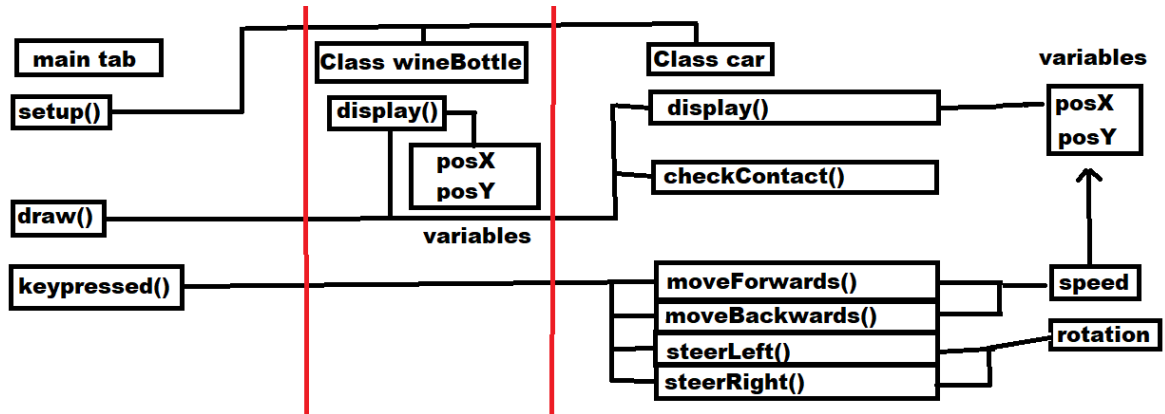car.keyReCheck()   / these 2 are used for smooth control.
car.wallCheck()
car.update()
car.collisionCheck()
wineBottle.display()
wineBottle.broken()

Initial design: (wrenches were an idea we came up with later, so they are not included)

main tab		Class wineBottle		Class car		variables
setup()		display()		display()		posX
						posY
		posX		checkContact()		
		posY				
draw()		variables				
keypressed()				moveForwards()		speed
				moveBackwards()		
				steerLeft()		rotation
				steerRight()		

Actual design:

main tab   car tab   wineBottle tab   wrench tab

setup()   creates   class car   are included in   class wineBottle   class wrench

draw()   display()   display()

array wine   wallCheck()   executes one

array destroyedBottle   update()

          collision check()   update variables used in

          updates   are included in

array wrench

array useWrench

          decides   broken()

          display()

keyPressed()   keyCheck()

keyReleased()   call   keyReCheck()

variables   posX   damage   posX   posX
                   posY   posY   posY
                   speed   bool up   rotation
                   rotation   bool down
                   rotationSpeed   bool left
                   dx   bool right
                   dy