

Synopsis

The shop window chosen for our final programming project is the Van Delft Chocolate & Bakery store in the city center of Enschede. We did this, because we wanted to decorate this shop more in the Sinterklaas theme. At the time of the picture this wasn't really the case yet. Elements that are also present in our shop window are: the three Van Delft logos, a TV screen for posters / promotions, shelves containing pepernoten as well the main entrance/door.



Usage and Interaction

1. To control the big gray shop window “door”, a user can press the “w” key to open or close it.
2. In order to light up the candles, logos and displays in the shop, the user should press the “s” key. If you press “s” again, everything will go off.
3. To change the image on the TV screen / display, a user should press the “a” or “b” key to switch between pictures a and b.
4. To start the pepernoten game, the user can press “shift” to display the game. If you press “shift” again, the game will close.

Architecture

- The Main class being the most important, creates objects of the ShopWindow and Game class in order to display it on the canvas (with the draw method). It also handles the key and mouse inputs with the keyPressed and mouseMoved method.
- The ShopWindow class calls the Decoration and Products class (in the display method). The Products class contains the shelves, the desk and the pepernoten itself (they are displayed by the display method). The Decoration class contains the decoration (for example the gifts on the left bottom and the window stickers at the top), the candles, the cash register and the TV screen (they are also displayed by the display method). The Decoration class also calls the fire class in the display method to display the fire in the candles.

- The Game class calls the Basket, Pepernoten and Timer class (in the display method) in order to start the pepernoten game. The Basket class displays the basket at the mouse position. The Pepernoten class lets the bags with pepernoten fall from the top. The timer class counts how long the pepernoten drop before they restart.

Design

