

Final Project Write-up

Synopsis

The shop window we selected for our project was “Nollen”, a bakery in Enschede’s city center. We decided to take the platters that can be seen in the shop window and make them the star of our project. We made a version of the “Cup Game” which consists of having an object hidden inside 1 of the cups and having the player find it after the cups have been shuffled. We replaced the cups in the game with platters and the ball with a loaf of bread.



Usage and Interactions:

1. A start screen in which the user can press a button to start the game
2. Clicking on the “rotate” button makes the animation/game begin and platters start to move
3. Click on the platter you think has the loaf, to open it
4. Clicking on the “back” button to be sent to the main start screen

Architecture

Classes with methods

1. Nollen – main tab
2. Background – class for the background - method display() displays it
3. BakeryObject – class for the item inside the lids – method update() rotates it according to the platter it belongs to
4. Lid – class for the lids – method updatePosition() either opens them or rotates them
5. Platter – class for the platters – methods move() & update() changes their positions
6. Snow – optional class for a snowing effect on start screen – method dropdown() makes it snow
7. StartScreen – class for the start screen – method display() displays it

Structure

