

I have chosen the shop window of gall & gall. A dutch liquor store. The logo, textures of the walls, door and the bottles inside the store are used in the program.



Usage and interactions

- 1) The program consists of the storefront with buttons and bottles inside. The buttons are located on the outside, these buttons are red and green. They can be used as a lightswitch. The Red button turns off the light on the inside and outside of the store. With the green button you are able to activate the lights again.
- 2) The bottles inside the store are located on the ground and the shelf. These bottles can be thrown around the store by picking them up with the mouse, then moving and releasing the mouse.
- 3) The Bottles will bounce off the wall and collide with the other bottles. If the bottles collide fast enough against each other or against the wall the bottle will break.

Architecture

Classes

- 1) Bottles: This class contains everything about the bottles.
- 2) Vodka: Works in the same way but uses different positions and different types of bottle images.

Methods

Both classes use the same types of methods.

- 1) Void Display(): This void is there to display the image of the bottle and change the image to a broken bottle when asked.
- 2) Void Collide(): This void is there to make it possible for the bottles to collide. when a hard collision is recognised a variable is changed to make the bottle break.
- 3) Void Update(): This void is there to make it possible for the bottles to be thrown around with the mouse. And for the bottles to move around when the mouse key is released.

