

## Synopsis

For the final project of Programming, I chose the shopping window of 2BLeaf which is located in Losser. The shopping window is based on autumn, so there are gnomes, acorns, squirrels and leaves displayed. In my program there is a gnome catching leaves and acorns. The leaves are 1 point worth and the acorns 5 points, while you have to keep the squirrel away from the storage of the acorns. Otherwise the "game" ends.

## Usage and Interactions

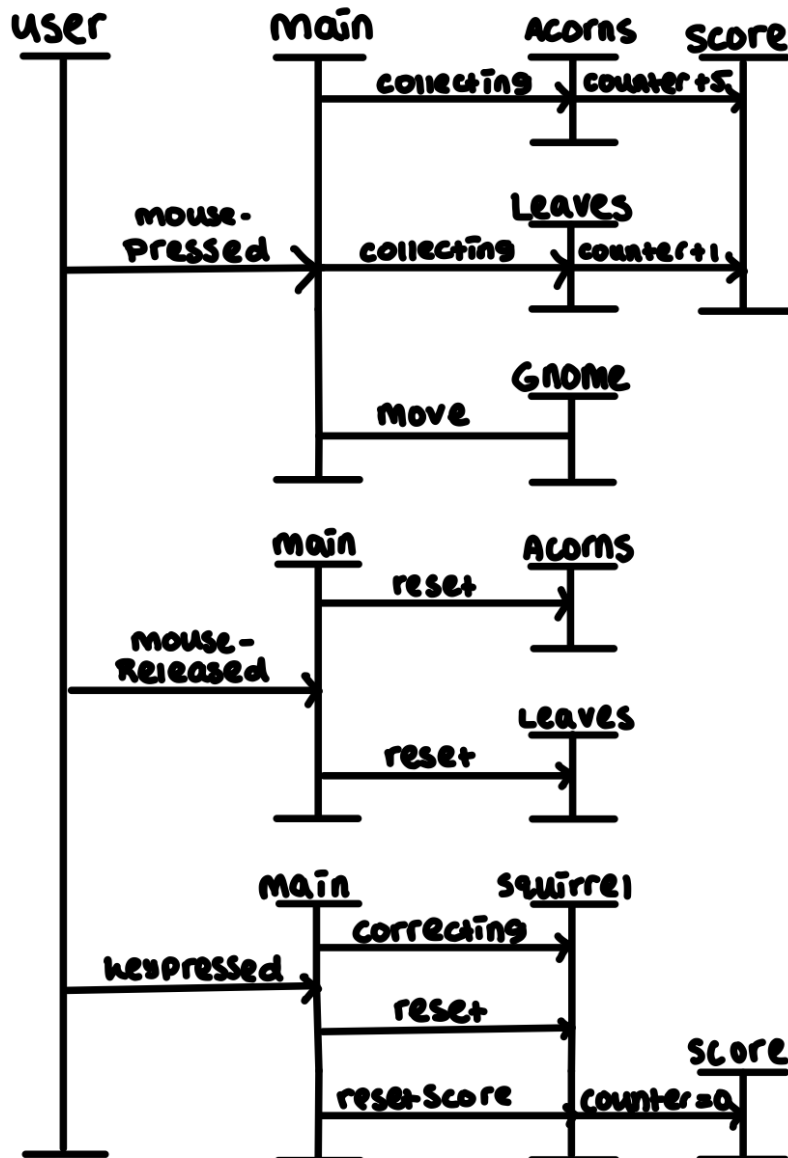
- `mousePressed();`  
When the mouse is pressed on an acorn, the acorn will go back to the top of the screen to fall down again. The score is then set to +5 points.  
This is the same for the leaves. Then the score is set to +1 point.  
The gnome is appearing where the mouse has clicked, trying to collect the items to score points.
- `mouseReleased();`  
The `mouseReleased()` makes sure that the acorns and leaves will appear back at the top after clicking on them to get points.
- `keyPressed();`  
The key 'r' or 'R' is used to keep the squirrel away from the mushroom (from stealing the acorns and leaves stored in there by the gnome). The game will end when the squirrel gets into the mushroom. Acorns and leaves will continue to fall, because in life they keep falling until the trees don't have them anymore.



## Architecture

### An itemised list briefly describing the most important methods and each class.

- Acorns: drawing acorns and making them interactive (falling from the top of the screen). To do so, there is a reset and collect method.
- Forest: having an environment in which the game takes place.
- Gnome: drawing the main character of the game and giving the ability to move.
- Leaves: drawing leaves and making them interactive (falling from the top of the screen). To do so, there is a reset and collect method.
- Mushrooms\_Of\_The\_Forest: for clarity is the mushroom written in its own class.
- Score: counting the points for collecting falling items.
- Squirrel: drawing a squirrel that sneaks to the mushroom. The squirrel ends the game when reaching the mushroom.
- Trees\_Of\_The\_Forest: for clarity are the trees written in their own class.



For some reason the counter for acorns didn't work, even though I had it the same as the leaves. I had to do an extra step to make it work

Susanne Fuentes Bongenaar helped me with getting my program correct. She didn't code it for me, but she helped me get wherever I wanted to go with my program.