Synopsis

The shop window we have chosen is called: "Comicasa". This shop is located in the city centre of Enschede, Zuiderhagen 35, 7511 GJ Enschede.

Our inspiration for our program came from the posters and board games on display. We really like the idea of having interactive posters on a window. So the next step we took was choosing 4 theme's for the posters. We chose a minion, butterflies, planets and a ninja. They are portrayed on the posters.

Usage and interactions and architecture

Main screen:

There is a shop window with four posters and chess pieces walking in the background. A Minion, butterflies, planets and a Ninja can be seen. When hovering over a poster it will start animating. If you click on the Minion or the Ninja, you will go to a new scene.

Classes used: BackgroundShopWindow (Background), ChessPiece (Basic chess piece and movement)

Minion Poster:

If you hover the mouse over the poster, the Minion will jump up. If you click on the poster the screen changes to a factory scene. The goal of the game in this scene is to jump over the box.

Classes used: Minion (Basic minion, movement and collision), MinionPoster (Background), Box (Basic box and movement)

Butterflies Poster:

If you hover the mouse over the poster the butterflies will start flying.

Classes used: PosterButterfly (Background), Butterfly (Basic Butterfly and movement).

Planets Poster:

If the mouse is over the poster the planets start orbiting around the sun in the middle. If the mouse leaves the poster the starting scene is displayed.

Classes used: planet (Basic Planet and movement), PosterPlanet (Background)

Ninja Poster:

If you hover the mouse over the poster, the Ninja will attack. If you click on the poster the screen changes to a city. The goal of the game in this scene is to survive attacks of throwing stars.

Classes used: Heart(basic heart and movement), Star(basic star), ThrowingStar(basic throwing star and movement), Ninja (Basic Ninja, movement, collision), PosterNinja (background)

Important methods:

draw(): Displaying every different element, scene and object.

mouseClicked(): Interaction with the posters to enter the games

mouseMoved(): Interaction with every poster, to let them animate when hovering on them.

keyPressed(): Interaction to move the object, to go back to the main screen and to restart the Ninja game.

Heart
display()
movement()
chooseForDisplay()
reset()
setExist()

ThrowingStar
display()
movement()
chooseForDisplay()
reset()
setExist()

Star
display()

PosterNinja
display()
drawPosterBackground()
drawGameBackground()
posterStreet()
gameStreet()
gameHouses()
windows()
drawMoon()
drawInformation()

Ninja
display()
clickedNinja()
hoverNinja()
ninjaEventHandling()
jump()
checkCollisionWithThrowingStar()
checkCollisionWithHeart()
+drawMethods

Main
draw()
mouseClicked()
mouseMoved()
keyPressed()

BackgroundShopWindow
display()

ChessPiece
display()
movement()

Minion
display()
hover()
clickOnPoster()
goBack()
jump()
collide()
jumpCheck()

Box
display()
boxFall()
score()

PosterMinion
displayPoster()
displayBackground()

Planet
display()
movementPlanet()
hoverPlanets()

PosterPlanet
display()

Butterfly
display()
fly()
hover()

PosterButterfly
display()