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Synopsis

For our program we have chosen the shop window from the comic and game store, Comicasa. The elements we really wanted to show were the two large windows on the side, the bikes outside and the spaceship. The spaceship isn't visible from the outside, as it is located in the shop. The walls from the building itself are the most directly recognizable as they stand out the most and are the largest asset we have. It covers the whole screen.



Usage and Interaction

- If you click on the left window, a video starts playing.
- Constantly, a bike passes by the store, its colour changes and its relative height on the screen too, to give the illusion that there are multiple bikes.
- When pressing the spacebar in the main screen, a spaceship appears in one of the windows.
- Clicking on the spaceship starts a mini game.
- In the minigame you control a little tank with the “Left” and “Right” keys, pressing “Control” allows you to shoot and take out the enemies that are approaching.

Architecture

- mousePressed is the function that activates both the store window and the minigame by clicking on the ship. To prevent issues, both only work when clicking on a specific location.
- keyPressed is used for the controls in the minigames alongside keyCoded. It is also used to start the cycle of the airship flying.

