

University of Twente
CreaTe: Programming Y1 M1.
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Synopsis

We have chosen the store Suitsupply. It is a store in the middle of Hengelo: Wemenstraat 23, 7551 EV Hengelo.

We used the doors for opening the store. We also used the Mannequins and costumes in a more interactive way. The Logo is also used.



Usage and interactions

An itemised list describing briefly each interaction with the program and what to expect.

Button Up = opening of the doors +
the lights of the logo switch on.

Button Down = closing of the doors +
the lights of the logo switch off.

Once Mouse runs over the suits,
the suits change image to a different one.

Architecture

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

Main class: Calling all arrays classes;

Void setup: contains the images, the amount of the mannequins/suits, while giving it information for the classes themselves to use.

The draw: draws all of the displays, and actions.

keyPressed: is for the doors action and the logo changing color.

mouseMoved: is for checking if the mouse is on the suit or not.

Class Door: drawing the door, boolean for if the (arrow) key is pressed like we explained above.

Class Mannequin: drawing the mannequins, on their called places from main.

Class Showcase: drawing the Shop.

Class Sign: drawing logo, boolean for if arrow is pressed, changing color of logo.

Class Suits: The images in the right place, and change suits if mouse hovers over a suit.

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