Programming Write-Up

For our final project we decided to use the "Peppernuts Enschede" shop window. In our program, we used the ghost, pepernoten, and the windmill. We decided to make the background themed with the pepernoten, by giving it trees that look like the cookies.

The interaction goes as follows:
- Use left arrow key to move the ghost left
- Use right arrow key to move the ghost right
- Pepernoten disappear when they arrive at the same place where the ghost is
- If a cookie is missed and it falls on the bottom of the screen, there will be a game over screen

The most important methods go as follows:
- Class Ghosty
  - Main class, holds the for loop for the Papernotens (so they keep falling until they hit the ground) and also the array that makes them rain
- Class: Ghost
  - This class is the ghost which holds the movement and the display of it
- Class Pepernoten
  - This class includes the display of the pepernoten and their movement. There is an array of them, which when collides with the ghost adds one point to the counter and then is sent back up
- Class Counter
  - Counts the amount of cookies eaten
- Class windmill
  - Uses a push and pop matrix, and rotation to make the windmill rotate in the background

Ghosty
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Void setup
void draw
keyPressed

Coaster
int coasterWidth
display

Ghost
float ghostX, float ghostY
PImage ghost, boolean animator
boolean moving Right

int display
int move Right
int move Left

Paper noten
int perPixel, color perAdd,
float xPos, float yPos,
float ySpeed, PImage
gameover

int display
int fall
void gameOver

Windmill
float xPos, yPos, PImage
wings, float angle,
float speed

void display
void update