Thijs Rolleman and Adieb Hanifi

Write-up Final Program

Synopsis: We made a shop window of the record shop Planet of Sound, because we thought that we could do some good-looking animation with the vinyl plates and the colorful posters. The elements we picked from the store are the banner above the store, the multiple posters moving across the window, the text referring to their site www.planetofsound.nl at the bottom of the window and 2 vinyl plates which are turning around and playing music. For the background of the window and the shop front we used images to make it look more realistic like an actual Vinyl-plate-shop

Planet of Sound shop, Haverstraatpassage 54, 7511 EX Enschede

Usage and interactions: The main interaction we made is with the 2 vinyl plates on the window. When the mouse is on 1 of these plates, it starts to turn and you will hear some music, just like a real record plate player. This was actually quite difficult to make, as we at first had to make the photos of the plates turn properly, then add some music and in the end that it only works when the mouse is over the plates. Furthermore a link was inserted in the banner, so when you click on it, you will be directed to www.planetofsound.nl.

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

To keep the main class as short as possible we made many different subclasses for each object. Because of this our main only exists of the calling to the classes at the top, then the importing of the song library and the song and afterwards just a method for setup and draw.

The first class is about the three posters which are moving from side to side in the window. The posters have been set to a certain y-coordinate limit to give the impression as if they are 'bouncing back' from the wall.

The second class is about the text at the bottom of the window. To make the text stand out a bit more, it keeps on changing to random colors.

Another class is the vinyl-plates, they are images of internet and the idea behind them is that they hint towards actual record-players where vinyl-plates are put on and when turning, they play music.

As our photo was quite vague to actually use as our window, an online photo of a shopwindow was used to make it look better in the sketch. This has been made in yet another class to keep the main as short as possible.

And to make the shop look even more like an actual Vinyl-shop, another photo was used as a background behind the window glasses. And yet again in another class for the same reason.

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The banner above the window was the final class, all shops have either a banner with their name and/or a big logo of their shop above their entrance. This could definitely not be forgotten in the sketch and thus another class was made for this banner.