Final Project: *Shop window*

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30/10/2021
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Synopsis

As a shop window, we have chosen the one from "Budget Topper" located in the city centre of Enschede. What captured our attention was the different "vintage" postcards placed next to each other. For this reason, our idea was to replicate it similarly by choosing some pictures from the Internet, approximately from the same period. In addition, in order to recreate the same atmosphere, we've put two songs with their respective album covers. One of them is "Civilization" by Danny Kaye & The Andrews Sisters, the other one is "San Tropez" by Pink Floyd.

Usage and interactions

Every interaction is based on *keyPressed*:
Movie: pressing "m" or "M" the head of the soldier turns; **Bike**: pressing "b" or "B" the bike moves back and forth; **Girl**: pressing "n" or "N" the girl starts crying; **Ski**: pressing "v" or "V" it starts snowing; **Bus**: pressing "c" or "C" the lights of the bus turn on, otherwise they are off; **Glass**: pressing "g" or "G" the glass appears and moves continuously as if the woman is drinking from it; **pinkFloyd**: pressing "x" or "X" the Pink Floyd disc starts turning around and "San Tropez" is played; **Civ**: pressing "y" or "Y" the Civ disc starts turning around and "Civilization" is played.

Architecture

display: civPoster (*Civ*), pinkFloydPoster (*pinkFloyd*), moviePoster (*Movie*), skiPoster (*Ski*), girlPoster (*Girl*), bikePoster (*Bike*), glassPoster (*Glass*), busPoster (*Bus*). Set the position of the objects.
keyPress: moviePoster (*Movie*), bikePoster (*Bike*), girlPoster (*Girl*), skiPoster (*Ski*), busPoster (*Bus*), glassPoster (*Glass*), pinkFloydPoster (*pinkFloyd*), civPoster (*Civ*). If one of the keys is pressed, functionalities are executed.
play and **pause**: song2, song1. When a song is played, the other one is not and vice versa.
keyRelease: civPoster (*Civ*), pinkFloydPoster (*pinkFloyd*), moviePoster (*Movie*), bikePoster (*Bike*), girlPoster (*Girl*), busPoster (*Bus*), glassPoster (*Glass*). If one of the keys is released, functionalities are not executed anymore.

Diagram 1

MAIN

```
import processing.sound.*
PImage Shop;

SoundFile song1;
SoundFile song2;
Bike bikePoster;
Civ civ;
Movie movie;
Ski ski;
pinkFloyd pinkFloydPoster;
Girl girl;

setup()
draw()
keyPressed()
keyReleased()
```

Bike

PImage bikeWhole; PImage bikeAlone; PImage bikeFrame; int posX; int posY; int sizeX; int sizeY; int sizeBikeX; int sizeBikeY; float posBikeX; int posBikeY; int x; boolean keyPress;

| Bike/Constructor |
| display() |
| keyPress() |
| keyRelease() |

Civ

PImage civWhole; PImage civDisc; float angleRotate; int posX; int posY; int sizeX; int sizeY; int sizeDiscX;int sizeDiscY; boolean keyPress;

| Civ/Constructor |
| display() |
| keyPress() |
| keyRelease() |

Movie

PImage movie; PImage movieHeadTurn; int posX; int posY; int sizeX; int sizeY; boolean keyPress;

| Movie/Constructor |
| display() |
| keyPress() |
| keyRelease() |

Diagram 2

MAIN

```
import processing.sound.*
PImage Shop;

SoundFile song1;
SoundFile song2;
Bike bikePoster;
Civ civ;
Movie movie;
Ski ski;
pinkFloyd pinkFloydPoster;
Girl girl;

setup()
draw()
keyPressed()
keyReleased()
```

Girl

PImage girl; PImage eyes; PImage white; int posX; int posY; int sizeX; int sizeY; float pupils = 0; boolean keyPress;

TearDx[] tearsDx = new TearDx[3];
TearSx[] tearsSx = new TearSx[3];

| Girl/Constructor |
| display() |
| keyPress() |
| keyRelease() |

TearSx

PImage tearsSx; float tearX; float tearY; int sizeX; int sizeY; float speedY;

| TearSx/Constructor |
| display() |
| falling() |

TearDx

PImage tearsDx; float tearX; float tearY; int sizeX; int sizeY; float speedY;

| TearDx/Constructor |
| display() |
| falling() |

Diagram 3

Ski

PImage ski; PImage skiFrame; int posX; int posY; int sizeX; int sizeY; boolean keyPress;

Snow[] particles = new Snow[100];

| Ski/Constructor |
| display() |
| keyPress() |

Snow

int radSnow; float xPosSnow; float yPosSnow; float xSpeedSnow; float ySpeedSnow; int posX; int posY; int sizeX; int sizeY;

| Snow/Constructor |
| display() |

MAIN

```
import processing.sound.*
PImage Shop;

SoundFile song1;
SoundFile song2;
Bike bikePoster;
Civ civ;
Movie movie;
Ski ski;
pinkFloyd pinkFloydPoster;
Girl girl;

setup()
draw()
keyPressed()
keyReleased()
```

Group 2B: Hana Šinković & Marta Corrado

Bus

PImage hippie; PImage light; float posX; float posY; float sizeX; float sizeY; float sizeLightX; float sizeLightY; float sizeCarLights; color lightYellow; color metallicGold; boolean keyPress;

| Bus/Constructor |
| display() |
| keyPress() |
| keyRelease() |

Glass

PImage photo; PImage glass; float posX; float posY; float sizeX; float sizeY; int animationState = 0; int[] rotations = {0, -5}; boolean keyPress;

| Glass/Constructor |
| display() |
| keyPress() |
| keyRelease() |