Write up - Final Project

1. Synopsis

For this project we chose the store "Expresso", a clothing store in city center. We recreated the base design in simple shapes and drew two mannequins, inspired by the ones in the shopwindow. Moreover, the shop name also appears and we tried achieve the same space in the shop with the back wall. We used the same colors of the outside of the store in our program.

2. Usage and Interactions

Mannequins	You can move the mannequins and shoot high heels with them, when the mannequins get hit, their expressions get angry for a short time
Store name/ logo	Clicking on it will start playing music, clicking again restarts the sound

3. Architecture

Most important methods:

Setup()	runs once, creates constructors of the different classes
Draw()	runs repeatedly, displays the objects
Display()	used in the classes, integrated into draw method
keyPressed()	recognizes the keys that are pressed
keyReleased()	recognizes the keys that are released
mouseClicked()	recognizes if mouse is clicked

Classes:	*Methods*:
BulletBlue	move(), display(), hitregestration()
BulletWhite	move(), display(), hitregestration()

move() => moves the bullets/high heels of the blue mannequin

hitregestration() => check if the high heels hit the target

StoreFront	display()
StoreName	display(), mouseclick()

mouseclick() => activates the music

WhiteGirl_Arm	display()
WhiteGirl	display(), countSpeed(), changePosition()
BlueGirl_Arm	display()
BlueGirl	display(), countSpeed(), changePosition()

countSpeed() => pays attention to the speed of the mannequin

changePosition() => changes the position of the mannequin

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Structure of the program

class StoreFront;
float storeFrontX,
storeFrontY

storeFront()
void display()

class StoreName;
float storeNameX,
storeNameY,
storeNameW,
storeNameH;
PImage img

storeFront()
void display()
void mouseclick()

Main tab:
finalprojectmain;
string audioName;
boolean keyLeft, keyRight, keyUp,
keyDown, keyX, keyW, keyA, keyS,
keyD, keyM, keyK, Hit, Hit2;
PImage imgManneQuin1,
imgManneQuin1Mad, imgArm1,
imgManneQuin2,
imgManneQuin2Mad, imgArm2,
imgHeel;
ArrayList <BulletWhite>, <BulletBlue>;
int ammo, ammo2, maxammo;
WhiteGirl AWhiteGirl;
WhiteGirl_Arm AWhiteGirl_Arm;
BlueGirl ABlueGirl;
BlueGirl_Arm ABlueGirl_Arm;
StoreFront AStoreFront;
StoreName AStoreName

void setup()
void draw()
void keyPressed()
void keyReleased()
void mouseClicked()

class BulletBlue;
float xPosBB, yPosBB,
speed

bulletBlue()
void move()
void display()
void hitregestration()

**class
BulletWhite;**
float xPosBB, yPosBB,
speed, hittimer

bulletWhite()
void move()
void display()
void hitregestration()

class WhiteGirl;
float xPosWhiteGirl,
yPosWhiteGirl, xSpeed,
ySpeed,
float hittimer

whiteGirl()
void display()
void countSpeed()
void changePosition()

class BlueGirl;
float xPosBlueGirl,
yPosBlueGirl, xSpeed,
ySpeed,
float hittimer

blueGirl()
void display()
void countSpeed()
void changePosition()

class WhiteGirl_Arm;
float rotateDegree

void display()

class BlueGirl_Arm;
float rotateDegree

void display()