Synopsis:

For our programming final assignment, we chose a shop window of a jewelry store in Enschede. It's called Fares Juwelier.

In our final program, the layout of the front of the shop will be recognizable, and the colors will match too. We also tried to recreate the canopy. The layout of the inside of the shop will not come back in our program, however, there will be jewelry in the shop.

The point of the program is you trying to rob the jewelry store.

Usage and interactions:

Window:
- If you click on the window it breaks in multiple stages
- If the window is broken, you can grab what's behind it
- If you try to break the window, you will increase your chance of the alarm going off

Alarm
- The bar for the alarm fills up every time you try to break the window
- The bar empties over time
- If the bar for the alarm is full, the alarm will go off and you have lost the game

Key
- There is a key you can grab that unlocks the door

Door
- Locked or unlocked
- If you click on the door while you haven't grabbed the key the door will try to open.
- If you grab the key, you can open the door.

Necklace
- You can grab the necklace and drag it across the screen with your mouse
- You can put the necklace in the bag

Bag
- The necklace can be put into the bag
- If you've put the necklace in the bag, you've won the game

Rain
- There is some visually pleasing rain every so often.

Project (main)
- setup
- draw
- mouseClicked
- mouseDragged
- mousePressed
- gameWin
- gameOver

Alarm
- display
- update
- raise

Bag
- display

Door
- display
- open
- checking

Necklace
- Necklace()
- display
- move

Rain
- Rain()
- rainFall()

Drop
- dropShow
- dropFall

Timer
- display
- count

Window
- Window()
- display
- update

Key
- key()
- display
- move
- collide