

# Write-up

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## Synopsis

The shop window we chose was Manchet, Enschede. Manchet is a hat shop, MANCHET written on the window in golden letters. We used this in the programme, making a parody on the DVD-screensaver with MANCHET floating around the window. Another thing we used are the hats. They spawn at a random X-coordinate, and have a hat stand spawning below it. The hat colours are chosen randomly as well. They can jump if you click on them. Another feature we illustrated is the coloured glass panes on the top of the shop window.

## Usage and Interactions

Roll-down sheet	When holding down BACKSPACE, you close the shop with a metal roll-down door. When holding down ENTER, the door goes up again.
Jumping hats	When clicking the hats, they jump and fall again. The hat stands stay.
Lighting	If you press DELETE, you turn the lights on/off.

## Architecture

- Window()  
*The class responsible for displaying the shop front.*
- Text()  
*The class responsible for the moving MANCHET*
  - update()  
*Method responsible for the movement*
- Closer()  
*Class responsible for the roll-down door*
  - down()  
*Method responsible for moving the door down*
- up()  
*Method responsible for moving the door up*
- Lights()  
*Class responsible for displaying the lights and turning them on/off*
- Hat()  
*Class responsible for the displaying and jumping of the hats*
  - jump()  
*Method responsible for the jumping of the hats on a mouse click*
- DiscoHat()
  - display()  
*Method responsible for displaying the hats, but giving them randomly changing colours as well.*

## Structure Diagram

