Mimosa window shop
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Synopsis

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We decided to do our programm inspired by this window shop in Enschede, named Mimosa. The main elements are the pineapple and lemon vases, the cows, the table, the plant, the lights and the bird cage. To make it look more like a window shop, we decided to add a frame to our program.

Usage and interactions

Our interactions have different interaction points, they are mainly related to the pineapples and lemons from the vases, the cows and the plant on the top left. What is interactive from the beginning, are the flickering of the lights hanging from the ceiling. What makes our program interactive is:

1. Every time you run the program, the cow's pattern changes randomly.
2. When pressing the key w, water falls
3. When pressing the key f, fruit falls
4. When pressing the key c, cows appear
5. When pressing the key s, everything stops
6. When clicking on the plant, flowers grow

Architecture

Our most methods used are named:

- display: displays the shapes of the class
- move: makes the cows move only to the left of the screen
- flower: creates flowers
- fruit: creates the pineapples and the lemons
- fall: makes the fruit and water move only downwards
- spin: makes the pineapples and lemons rotate from their center point
- water: creates water drops

Diagram

shopwindow Design graph
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Main tab (shopwindow)
Cow[] cows, Flower[] flowers, Fruit[] fruits, boolean rainingFruit, boolean rainingWater, boolean rainingCows, flowerNumbers, flowerColors[], Outside outside

- setup()
- draw()
- keyPressed()
- mouseClicked()

outside
outsideX, outsideY, float flickeringLight, float[] lightX, float[] lightY, initX, initY

- Outside()
- display()

flowers
float flowerX, float flowerY, initX, initY, color flowerColor, initColorFlower

- Flower()
- flower()

cows
float cowX, float cowY, float cowXspeed, float[] spotsX, float[] spotsY, initX, initY

- Cow()
- move()
- cow()

fruits
float fruitX, float fruitY, float fruitYspeed, float theta, float rotationSpeed, initX, initY, initSpeed

- Fruit()
- fall()
- spin()
- fruit()
- water()