

## **The shopping window program**

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Sadly my complex updating system that could handle complex scenes got totally tangled last minute, so I had to improvise. (0 I.Q moment, i know)

The shopping window is an introductory scene that allows you to interact with the dog, clicking on him will display a small introduction to the mechanics in the console. By pressing 'A' you can go inside (or back outside), to see all the randomly colored glasses inside. You can pick up a pair by clicking on it. You get an icon on the bottom left screen showing you the glasses you picked up. By pressing 'D' you can put on the glasses to see the effect of the glasses, the same button takes off the glasses. When inside, press 'S' to put the glasses back.

This are the tasks of the classes:

### **Main class:**

- Loads all the images
- Displays all the images
- Displays the glasses
- Displays the dog
- Switches scenes with a boolean
- Handles input

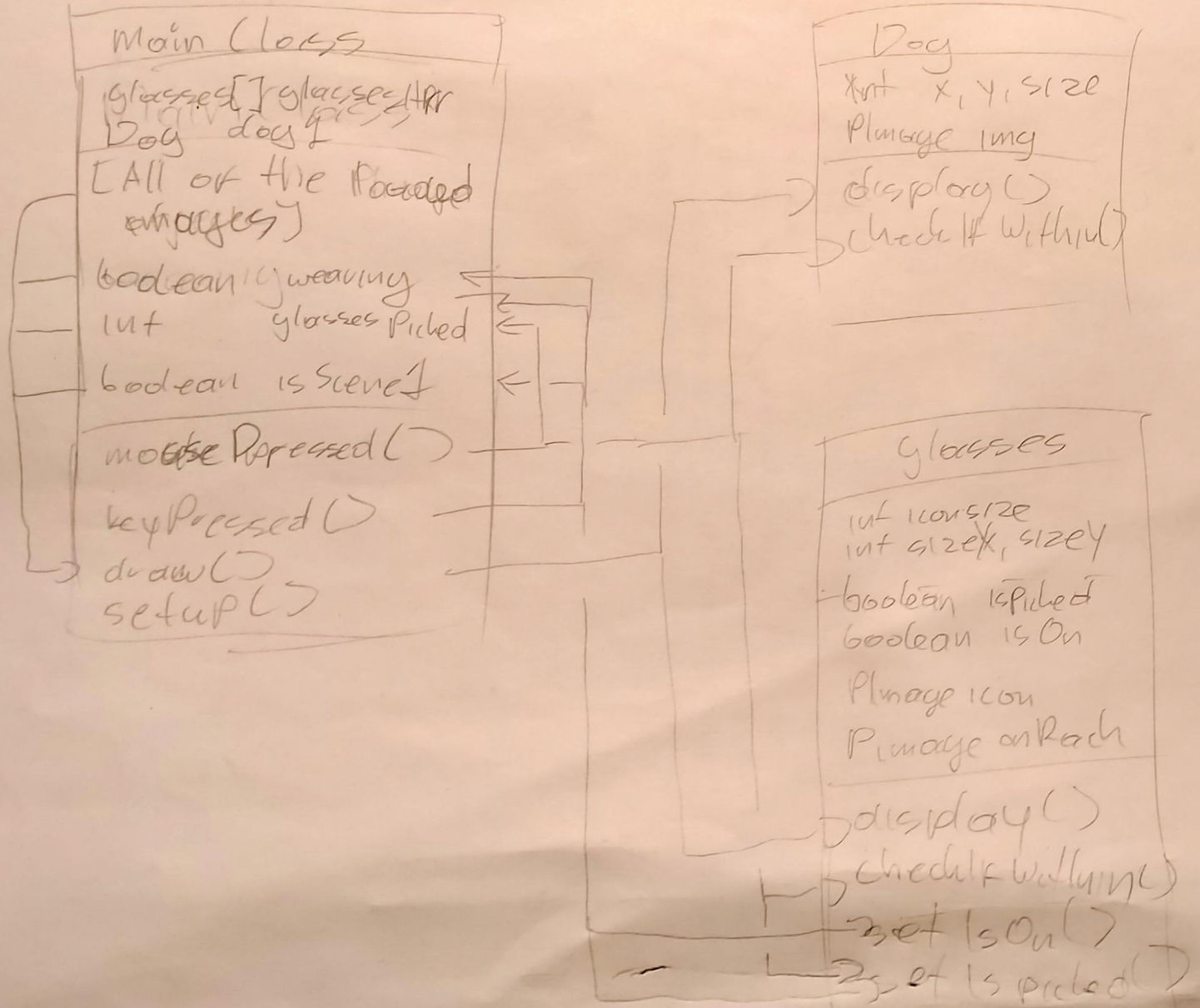
### **Glasses**

- Display in one of 3 modes:
  - On rack
  - As icon in the bottom left
  - As an color effect
- Can check if the mouse clicks on it

### **Dog**

- Displays in the first scene
- Check if it's clicked

This is the diagram of this program.



Show me mercy, but I am ready to redo if this is not up to level