

Synopsis:

For our final project we choose the shop called planet of sound located in enschede city



Usage and interactions:

We have a shop window as seen on the display screen. This includes interactive posters and records that can be clicked on which will then emit a sound. Another thing which happens once the program is started is that 5 people are created which walk around in and out of the frame. The user can interact with these by clicking on them and this would cause them to stop moving for a random amount of time before they continue moving again

Architecture:

MainClass()

—here we create new people with a builder and we also initialize all global values we have

In the **setup()** we just setup the background, posters, door, and people

In the **draw()** we simply display all objects.

And finally in the **update()** all positions are updated for the people

in the **mousepressed()** void we just check for if the people were clicked or if the records were clicked to then play a sound.

PEOPLE()

in this class we start with all our variables that are declared

then in the actual People() void we have local variables called initX and initY which are taken from the main class and then given to the value of x and y and saved.

in this void other things such as hair color, shirt color, haircolor and trouser color are also randomized to give each person different colors. The change direction timer is also set to 120.

Next in the display() void we have a push and pop matrix and inbetween are all the commands creating the look of our people.

Next is the update() void where position x will be updated to be x+ our speed. Also the boundaries are checked and if exceeded then x will be on the other side so to make it 'respawn' on the other frame side again. An if statement also checks for if a boolean 'clicked' is true which checks if the person has been clicked by checking a hit box with boundaries of the person's position in the void called PeoplePressed(). If this is true then a timer that was declared and created earlier will go off after the x position has been set to 0 so that for a moment the person remains stationary. After that the condition 'clicked' is set to false again and exits the loop.

In the final void PeoplePressed() we just check for a hit box that is given by checking for the boundaries of the person and if the mouse position is within this when pressed then boolean 'clicked' is true.

PosterTop()

here we create the colors so they are easily edited in the main body.

GlassDoor()

here we just create a glass door using the display()

Records()

here we use the display once more to create records

