

Programming final assignment

Write-up

Nienke Dik & Emma van den Broek

Synopsis

For the shop window, we chose the Bertus Workel store in Enschede. The shop window is currently in Halloween style. We decided we wanted to do something with some of those Halloween elements. The elements that can be found in our program and in the shop window, are a witch, ghost, skeleton and spider. When going inside the store, the witch makes a sound. We recreated something similar in our program. The other elements we have added in ourselves.



Usage and interaction

- If you press on any key on your keyboard, bats will spawn and along with that you will hear a bat sound.
- If you go over the witch with your mouse, the witch makes a sound.
- If you press on the spider and hold a mouse button, you can move the spider to wherever you want. If you then release your mouse button, it will swing down.
- In the background there are eyes that follow your mouse horizontally.
- If you go with your mouse over the skeleton head, the eyes turn red.

Architecture

The used classes in the program are:

- | | | | |
|--------------|---------|------------|---------|
| • Background | • Eyes | • Pan | • Spook |
| • Bat | • House | • Skeleton | • Witch |
| • Bubbles | • Moon | • Spider | |

The most important methods are the display and update or move methods in the classes. Our code is mostly about movement and interaction so actually seeing the bats move for example is very important, because we have not one main object, but lots of different ones there is not really one method that is the most important method.

The classes will probably be self explanatory. They just add that object to the screen.

Structure of the program

