

Final Project Shopping Window Automaterialen

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Description

We have chosen this shop window (*Automaterialen Jan Boersma, berfloweg 106, 7553 JT Hengelo*) which looks like a puzzle made out of blocks of an image of an Amstel beer. We have chosen to use the right block as our main element for our fill the glass game and to use the whole shop window as the main element for our jigsaw puzzle. It was also inside of a brick wall and had lights, so that's why our main screen has a brick wall and a day to night background.



Usage and interactions

Main screen

Use the “A” and “D” keys to move the avatar left and right.

Jigsaw Puzzle

Drag and drop the puzzle pieces to the belonging square until the image is correct. It is possible to return to the main screen by clicking on the exit button.

Bottle Game

Drag the bottles to a random glass and position it behind the sticker on the glass. Four clicks are needed to fill the glass, the bottle will disappear after. If the classes are filled or the counter hits 0, the game will be over. It is possible to return to the main screen by clicking on the exit button or by pressing ‘E’.

Architecture

Classes	Description	Important Methods
GameHandler	Displays the main classes for game handling and their functions. It displays different classes according to the game booleans.	display(), moveAvatar(), gameNavigation()
Surroundings	Draws the storefront, sky, avatar and game navigation buttons.	display(), selectGameButtonLeft(), selectGameButtonRight()
BottleGame	Creates an interactive game with a Glass and Bottle array.	display(), reset(), selectBottles(), deselectBottles(), moveBottles(), allFilled()
Puzzle	Creates an interactive game with a Piece array.	display(), resetPieces(), selectPieces(), deselectPieces, movePieces()
Bottle	Draws a moveable bottle.	display(), move()
Glass	Switches in between glass images, from empty to filled.	display(), fillUp()
Piece	Draws a puzzle piece.	display(), move(), puzzleInPlace()
PreGame	Used by BottleGame and Puzzle. Displays a counter that runs down.	display(), reset()
Avatar	Draws a moveable avatar.	display(), move()
BoardSection	Part of a Piece. It's the correct puzzle piece position.	display()
Sky	A blue rectangle that updates the blue value via a counter.	display(), update()

The arrow meanings:

- This class is a part of the class it points to
- This class is a part of the class it points to and has a conditional display, which is showed with the boolean name
- This arrow demonstrates an important boolean function between two classes

