

Final Project

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Synopsis:

We chose the window display of New York pizza.

Address: Deurningerstraat 5, 7514 BC Enschede



From the shop's display we chose to add the counter and the element of the pizzeria which is ordering your pizza. We tried achieving the same pizza style as New York pizza and the element of a pizzeria of with an Italian theme as the origin of pizza is from Italy.

Usage and interactions

The main point of our program is ordering your own pizza as you would in the real store. This means that you start with a plain pizza and you choose your toppings. You have a choice of four different toppings (pepperoni, olives, mushrooms, basil), you can choose how you like your pizza and Alfredo will make it for you! When you start ordering (when you click the plain button) Luigi heats up the furnace and smoke starts coming out of it. When your pizza is ready, you can press the cash out button and a fancy display will appear!

Architecture

Pizzashop: The main tab is responsible for gathering all the classes and displaying them. It is also here that we have our final event handler "mouse clicked" where it registers where the mouse is pressed.

Specially in the main tab we have created an array for the smoke that is called in the class plain updated in draw.

FrontDesk: Most of the images and text that we used we gathered in this class

Smoke: creates smoke particles that flow over the furnace

Tv: displays a series of images that has an effect when it changes between images

Basil: an option for the first topping which is also a button

Mushroom: an option for the first topping which is also a button

Olive: an option for the first topping which is also a button

Pepperoni: an option for the first topping which is also a button

Basil_2: an option for the second topping which is also a button

Mushroom_2: an option for the second topping which is also a button

Olive_2: an option for the second topping which is also a button

Pepperoni_2: an option for the second topping which is also a button

