

## Module 1 – Programming End Assignment – Jorge Davos and Joris Koester

**Synopsis** Mentioning which shop window was chosen, and a picture of it. Describe briefly what elements from the shop window or shop front return in your animation. Strictly less than 100 words.



The windows we chose are in the Bentheim castle. They belong to café “Ferdinand” which has a very rich history surrounding it, specially because of the location. We thought that the windows needed a bit of improvement, particularly since they are part the castle itself. We chose to give it an animated interactive experience that relates strongly to its location and heritage.

**Usage** and interactions an itemized list describing briefly each interaction with the program and what to expect.

The program has the following interactions:

1. If you Click the cloud on the sky → Disco rain will pour out of the cloud
2. If you Click on the flag pole → The flag will come up
3. If you Click on the left window → The window will open and show coffee
4. If you Click on the right window → It will open and the hair will come down
5. If you Click on the bottom door → The door will open and a dragon will appear
6. If you Click press spacebar → The dragon will shoot fire from his mouth

**Architecture** An itemized list briefly describing the most important methods, and each class.

1. Cloud Class → Creates the cloud that floats around, draws it and updates it
2. Dragon Class → Creates the dragon, draws it and updates it
3. Fire Ball Class → Draws the fireballs and changes their positions
4. Flag Class → Raises the flag
5. Princess Class → Draws and animates the princess
6. Rain Class → Creates the rain and animates it
7. Coffee Mug Class → Creates the coffee and animates it
8. Window Class → Creates the windows and animates them.

The second page should present the **structure** of your program as one of the diagrams that were discussed in class. You are free to choose which type of diagram you want to use. Make sure that it conveys the structure of your program clearly.

