



programming report

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Synopsis, Architecture, usage and interaction:

The store we chose was Søstrene Grene near the market of Enschede. One of the shop windows there had some paintings and art supplies. We decided to remake the closet, the painting on the left and the canvas on the bottom right. In our closet is the wooden doll, the cotton balls, the ball of wool and some needles with a basket. The painting on the left is used with an image. The user can paint on the canvas on the right with a selection of random colours.



- Inside the closet the user can interact with:
 - the doll by holding the mouse cursor over the square with the doll inside and the doll will start waving.
 - The balls inside the closet will fall when pressed by the user.
 - The wool ball will behave like a yoyo when pressed by the user.
 - The needles will start to knit a scarf in a random colour, when this scarf reaches the basket, it will drop and the needles will start to make a new scarf in a random colour, when the user holds the cursor over the square with the needles.
- The painting on the left is blank at first and when the user presses on it, it will reveal a random image.
- The canvas on the right can be painted on with the cursor when pressed. The user can select a colour for this under the canvas by clicking on one of the paint bottles and erase the paint by clicking on the eraser.
- The balloons that will float up from the drawer will pop when the user hovers over a balloon.

The classes in our program:

- sketch_ShopWindow
- Balloon
- Balls
- Closet
- Doll
- Drawer
- Needles
- Paint
- PaintBoard
- PaintBottle
- Painting
- Wool

The important methods we used:

- Each class has a display
- Most classes have an update
- balloon.rise()
- balloon.popBalloon()
- closet.interactCloset()
- balls.ballsPressed()
- wool.woolPressed()
- doll.dollPressed()
- paintboard.makePaint()
- paintboard.erasePaint()
- paintboard.selectColour()
- bottles[].pressedBottle()
- painting.pressedPainting()

Design structure:

