

Program write up

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Synopsis

For my program, I choose the shop window of dille&kamille. I used the birdhouse and the sunscreen that you can see in the picture and added a bird to the program. I recreated these in processing and layered them on top of the picture.



Shopwindow used in the program

Usage and interaction

Movement of the bird connected to mouseDragged, mouseX, and mouseY. There is also a line installed to make sure that you can not leave the canvas.

You can move the sunscreen when pressing “w and s” When you press “s” the sunscreen comes toward you this has been done by including an offset to increase the width and y values. Pressing w reverses this. There is also something installed to ensure that you can not keep increasing or decreasing the size.

Pressing “e” will make the bird wink and when you release “e” the bird stops winking. This has been done by including a Boolean.

You can also change the size of the canvas. Doing this will result in the program still functioning correctly. I, unfortunately, couldn't get the picture to change size correctly when decreasing the width and height since I have to use a slight offset resulting in the picture not starting in (0, 0).

Architecture

I have 5 pages: main page, birdHouse class, bird class, birdHouses class, and sunScreen class.

- Main page: controls the setup, draw and events.
- Birdhouse: creates the birdhouse.
- Bird: creates the bird, makes the wings move of the bird, makes the eyes wink, makes the bird flip when the direction changes, and links to the location.
- Birdhouses: creates the initialization of the birdhouses including places.
- Sunscreen: creates the birdhouse. Links to the change event, if changed the sunscreen changes size.

Final diagram

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