Write up - final project -

Jonathan Jeuring & Demi van Bommel

**Synopsis**

Afbeelding met tekst, binnen, winkel

Automatisch gegenereerde beschrijvingWe choose the shopping window of Concordia beeldende kunst in Enschede. We used the Pinocchio wooden dolls for our idea. We have made the game hangman, but instead of a hanging man we use Pinocchio’s nose to show if you guessed the wrong letter. The nose grows, because Pinocchio always tells you did a good job, if you guessed wrong he will lie so his nose will grow. If you guessed wrong to many times Pinocchio’s nose will eventually grow into the fire and he burns.

**Interactions:**

* You can click on a letter.

The letter will sort of disappear and Pinocchio will talk. Depending whether or not you guessed right the nose will grow and a letter will appear on the low stripes in the word.

**Architecture**

Main tab: the setup will call the letters, pino and the game. And the draw void creates all object visible in the game. The mousePressed calls the play function.

Background: draws the flames and the background picture in the void draw.

Game: calls the letters and in the play method it will decide whether or not a letter is in the word. After a letter is clicked it makes pino talk and silent(displays the textblock). The end method checks if the word is guessed or if the nose is in the fire. It decides if you win or lose and calls the burnNose or confetti.

Pino: draw method will create Pinocchio. And the talk, silent and speak method make the textblock. The update will call the fire if the nose touches the fire and makes the nose shorter.

Letters: creates the alphabet in the draw method and colours them red if pressed in the clicked method.

Fire: creates the flames in the draw method. And makes them move in noise in the update method.

Confetti: draws the confetti in the draw method.

Afbeelding met tekst, schermafbeelding, monitor

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