Animation

# Intro

The touch event may decide that pieces need to be moved and maybe deleted.

It changes the board coordinates of any piece, but it can’t change the float coordinates that correspond to the visual location of the pieces, neither it can delete the pieces from the list, because it wouldn’t allow the animations to be seen.

Therefor, the touch event simply lieves the piece(s) to move or swap in piece1 and piece2 fields, with inSwapping ou inMove set true, and piece1XMovement, piece2XMovement, piece1YMovement and piece2YMovement.

If deleting pieces is necessary also lieves any piece to delete with toDelete = true and with a reference to their eater, and makes needDelete = true in that case.

Note that it was tried setting destiny coordinates directly, but because the eater pieces hadn’t move yet it didn’t work.

If an animation is happening, then at the beginning of onDraw coordinates are updated

The animation is achieved with the folowing fields of the GameView:

inSwapping

inMove

inEating

frame

piece1

piece2

In the beginning of the onDraw method there is code in if statments for each one of this states: inSwapping, inMove and inEating.

All of this increment the frames, and if they are

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Enquanto o inSwaping estiver a funcionar, no final do onDraw irá pedir para redesenhar (invalidade()).

No início do onDraw está tudo o que comanda. Assim, se o inSwapping estiver true, e se o frame for menor que 10, altera o movimento das peças e faz os movimentos previstos.

Se o InSwapping for true mas já não for menor que 10, põe o inSwapping false e faz o código “stick”.