

Design Overview for Binnies

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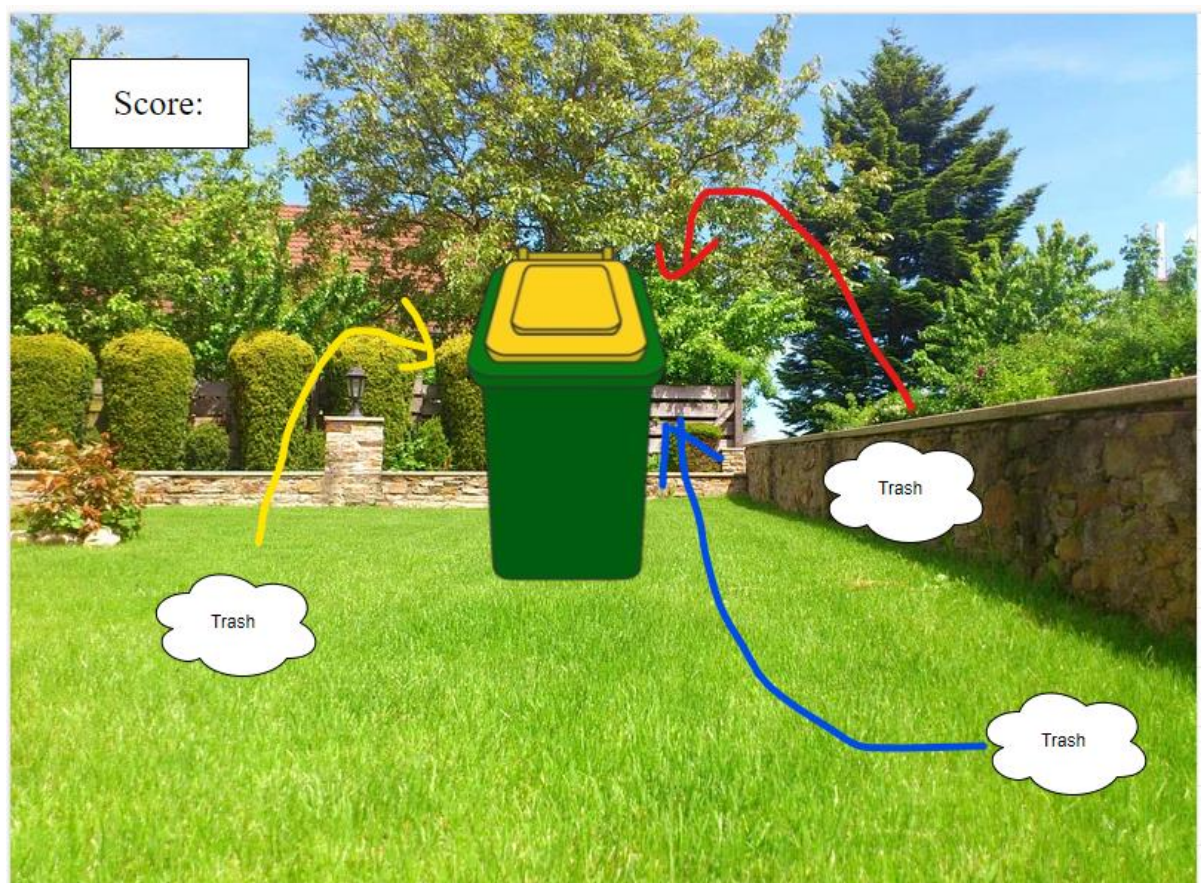
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Summary of Program

Describe what you want the program to do... one or two paragraphs.

My program will be a game that is inspired from Food Hunter. I will create a trash bin for user to drag and collect garbage. There are 3 different modes: red bin, yellow bin and green bin. Players have to collect the right type of trash to earn points, otherwise their points will be deducted.

Include a sketch of sample output to illustrate your idea.



Required Data Types

Describe each of the records and enumerations you will create using the following table (one per record).

Table 1: Trash Bin details

Field Name	Type	Notes
score	integer	Scores players earn
Image	Image .png or .jpeg	images of bins with different colour lids
Yay.wav Nahhh.wav	Sound .wav, .mp3	Sounds of accepting or denying types of trash
Position of bin (x, y)	float	Coordinate x and y of bin

Table 2: Zorder details

Value	Notes
Background	Insert the backgrounds for each mode
Trash	Different icon of trash items
Player	
UI	

...

Overview of Program Structure

List the main functions/procedures you are going to need to create this program. For each function/procedure provide its name and a brief description of what it will do.

- Collect_trash: show approval to which item and increment the scores, otherwise deduct the marks.
- Remove trash: when trash items go out of the screen, it will disappear
- Move the bin: up, down, right, left.

Don't spend too long on this at this stage. Focus on the main things you think you are likely to need and you can build on this as your program develops.

Include a structure chart (once you have your proposal approved by your tutor)