**Student name:** Paul Frazier, Terrence Dawson, Gewelle Ross **Revision #:**  2

**Program Development:**

1. The program Date Night app begins 30 random squares of choice on a game like board. The users then use this unique random date simulator to choose a random date location. If both parties disagree on the date choice, they can simply choose another square until they find something they agree on and then proceed onto their fun and exciting date.

2. **Actor Properties**

* ***Gamescreen*** – is the subclass of Actor. It has no methods (as of right now) but acts to categorize the activities that can be selected. This the superclass will be essential for larger projects.
* ***Host*** – is a subclass of Actor. It has no methods (as of right now) but will make a sound once a selection is made.

3. ***World Properties***

* ***Startscreen-*** is a subclass of world. It has a title “Welcome to Game Night! Press “enter” to start”
* ***Gameshow-*** is a subclass of world. It is the actual screen that the app is presented on and it includes background music.

/\*\*

\* Gamescreen selects actions

\*

\* @Paul Frazier, Terrence Dawson, Gewelle Ross

\* @V1.0

\*/

public class Gamescreen extends Actor

{//Start Class

/\*\*

\* Act - do whatever the Gamescreen wants to do. This method is called whenever

\* the 'Act' or 'Run' button gets pressed in the environment.

\*/

public void act()

{//Start Method

// Add your action code here.

}//End Method

}//End Class

/\*\*

\* Host announces selections

\*

\* @Paul Frazier, Terrence Dawson, Gewelle Ross

\* @V1.0

\*/

public class Host extends Actor

{//Start Class

/\*\*

\* Act - do whatever the Host wants to do. This method is called whenever

\* the 'Act' or 'Run' button gets pressed in the environment.

\*/

public void act()

{//Start Method

// Add your action code here.

}//End Method

public void setLocation()

{//Start Method

setLocation(600,300);

}//End Method

}//End Class