Busride States

Planning the rendering process

1 What is when rendered?

1.1 Busride States

1. **GUESTS_WAIT_AT_STATION**

   1. renderGuests

   2. renderWaitingGuests

2. **GUESTS_ENTER**

   1. renderGuests

   2. renderWaitingGuests

   ○ difference to GUESTS_WAIT_AT_STATION is that each person from the station is teleported one after the other into the bus, therefore the remaining waiting guests at the station and the guests in the bus need to be rendered. In addition we have the teleportation "animation" here.

3. **DRIVE_TO_NEXT_STATION**

   1. renderGuests

4. **GUESTS_LEAVE**

   1. renderGuests

   2. renderLeavingGuests

2 Logic behind rendering

Via the next button we step through the Busride States (GUESTS_WAIT_AT_STATION, GUESTS_ENTER, DRIVE_TO_NEXT_STATION, GUESTS_LEAVE). We only render what is defined for the specific Busride State as shown above under "1.1 Busride States".