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Background Component Code

The Background component code displays the appropriate background. There is a background for the start menu, for each of the individual stages and a final background when the game is complete. The Background class takes the stage integer and displays a background based on the stage integer. To test this class I wrote a basic code that creates a Background type variable and uses the Draw function. To test the different backgrounds the user can give the draw function integers between 0 and 6. This allows me to see how the picture looks and if the picture needs to be cropped. I am currently still having a problem reading in the picture files. I will continue to debug this by testing my if statements that tell the draw function which background picture to use.