
CUSTOM CLASSES

PROJECT 5

ITGM 220 / PROFESSOR CHIU
GABRIEL

— QUESTION TO BEGIN

**WHO LOVES WATAchin
THE INITIAL D SERIES
WHEN THEY GROW UP**

This Entire Sub Right Now:

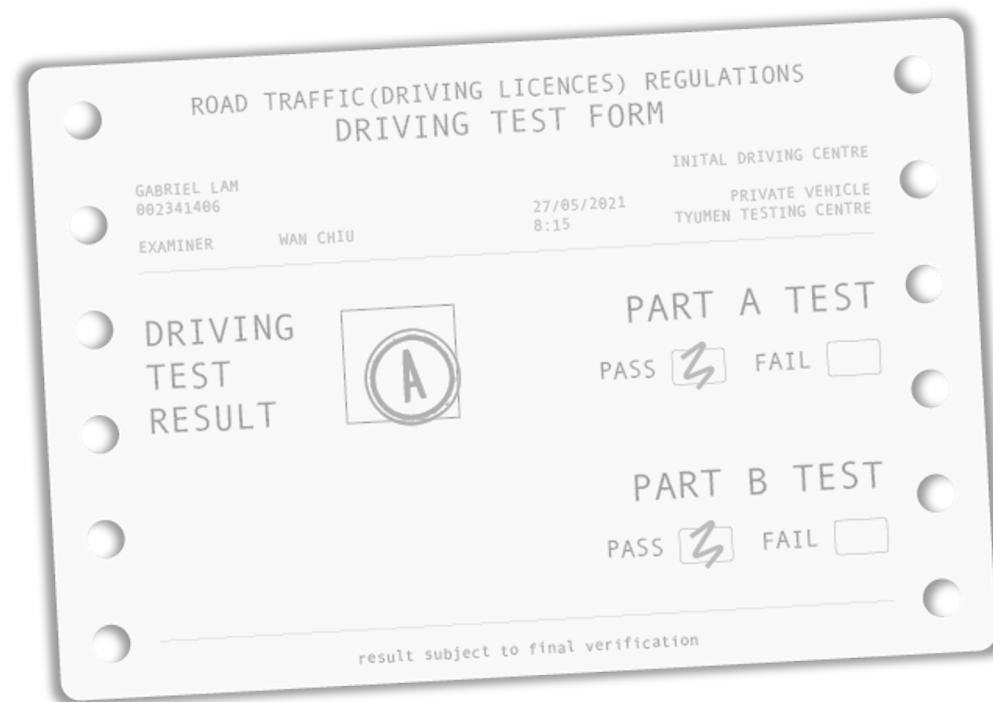


G A B R I E L

RESEARCH & DEVELOPMENT

RESEARCH & DEVELOPMENT

PART 1



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IDEATION

Initial D is one of my childhood favorite, and during my work at our store I happened to just follow the new Initial D popup that was launched by one of our incubatees.



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FULLY CUSTOM ASSET



I have spent too much time on
developing the different visual asset!

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CHALLENGES

I have setup the classes, but I could not fully utilize it as I was having time constringe and could not easily separate the cars' spawning logic from the main script.

I am planning to implement vehicle with different colors and has prepare the assets for them.



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PROCESSING RENDER

PART 2

```
gablam20_ITGM220_01_Assignment5_CustomClasses_v2 | Processing 3.5.4
myVehicle othersVehicle
1 //*****
2 Savannah College of Art and Design
3 Spring 2021 - ITGM 220 - 01
4 Assignment 5: Custom Classes
5 *****/
6 import processing.sound.*;
7 Soundfile DajaVu;
8
9 PImage you, others, PassLic, FailLic, StartScreen, GrassBG, Asphalt;
10 float rt;
11
12 int r=0;
13 int s=0;
14 int pe0;
15 int[] dy={-50, 100, 250, 400, 550, 700, 800};
16 int x, y;
17 void setup() {
18   size(1000, 800);
19   x = int(random(175, 825));
20   y = int(random(175, 825));
21   int rx2() {
22     return int(random(385, 525));
23   }
24   int ry() {
25     return int(random(-60, -59));
26   }
27   int rs() {
28     return int(random(2));
29   }
30   int[] cx={rx1(), rx1(), rx2(), rx2()};

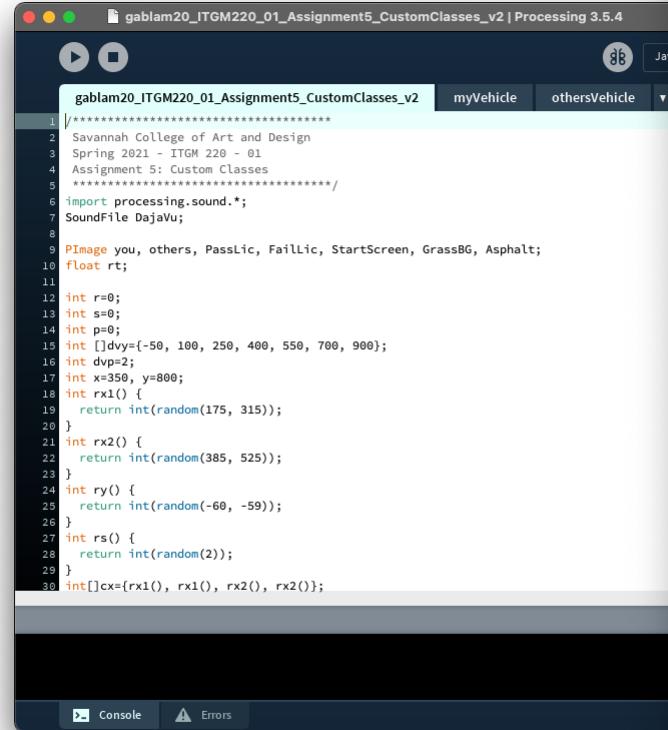
```

RENDER



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DELIVERY

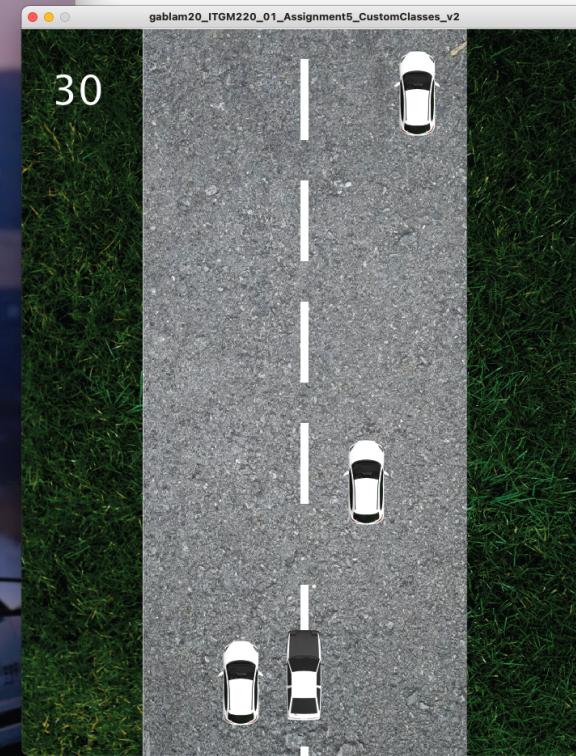


The screenshot shows the Processing IDE interface with the file "gablam20_ITGM220_01_Assignment5_CustomClasses_v2" open. The code is a Java-based Processing script for a driving simulation. It includes imports for PImage, processing.sound, and Java's Random class. The code defines variables for vehicle positions (r, s, p), speeds (dvx, dvy), and random functions (rx1, rx2, ry, rs). It also includes a license plate class and a "myVehicle" object. The main loop handles rendering a background, drawing a car, and updating vehicle positions.

```
gablam20_ITGM220_01_Assignment5_CustomClasses_v2 | Processing 3.5.4

1 // ****
2 Savannah College of Art and Design
3 Spring 2021 ~ ITGM 220 ~ 01
4 Assignment 5: Custom Classes
5 ****
6 import processing.sound.*;
7 SoundFile DaJaVu;
8
9 PImage you, others, PassLic, FailLic, StartScreen, GrassBG, Asphalt;
10 float rt;
11
12 int r=0;
13 int s=0;
14 int p=0;
15 int []dvy={-50, 100, 250, 400, 550, 700, 900};
16 int dvp=2;
17 int x=350, y=800;
18 int rx1() {
19   return int(random(175, 315));
20 }
21 int rx2() {
22   return int(random(385, 525));
23 }
24 int ry() {
25   return int(random(-60, -59));
26 }
27 int rs() {
28   return int(random(2));
29 }
30 int[]cx={rx1(), rx1(), rx2(), rx2()};

Console Errors
```



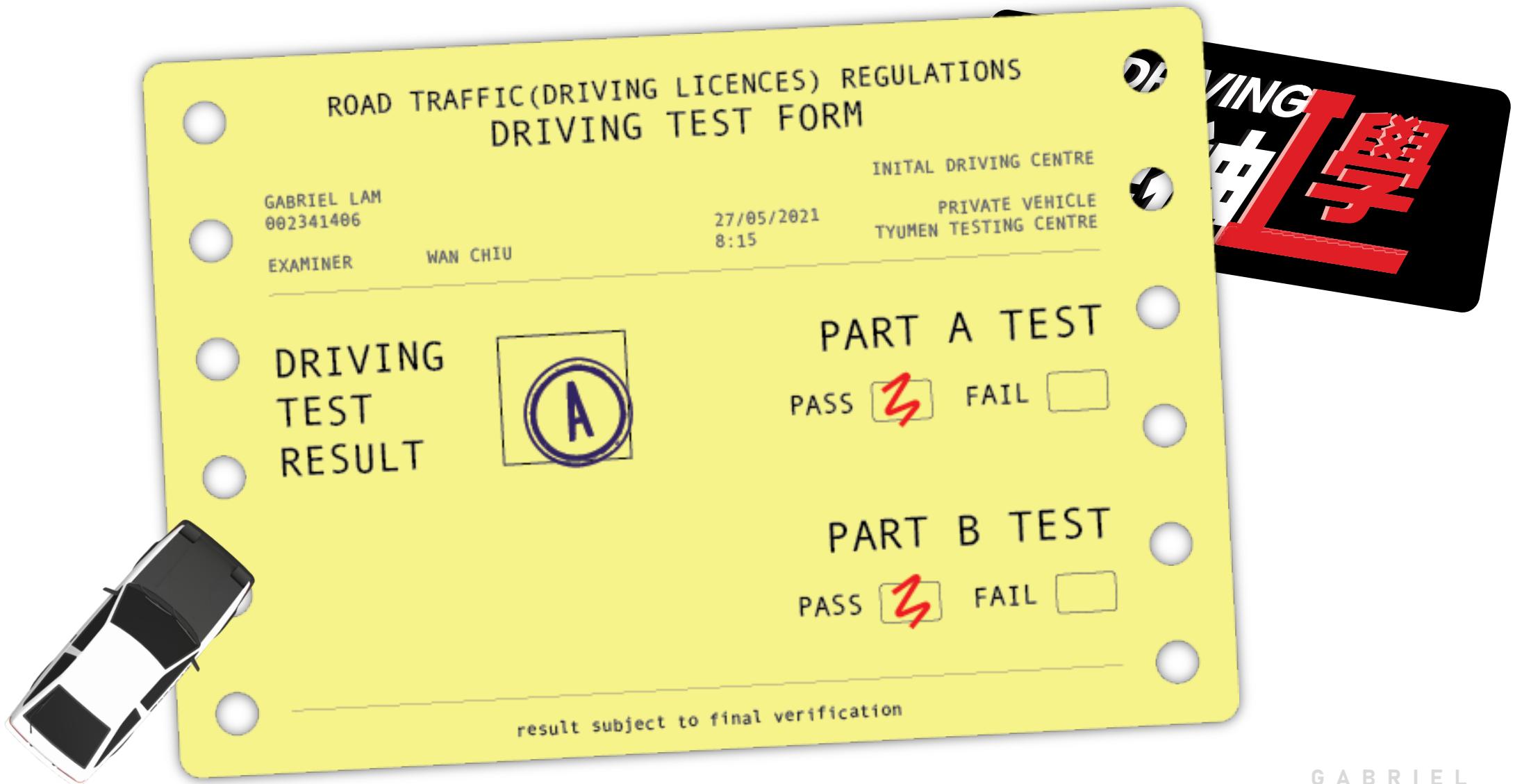
Driving Learner

Processing Rendering

700 x 900 px

GABRIEL

— FINAL THOUGHTS —



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THANKS

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