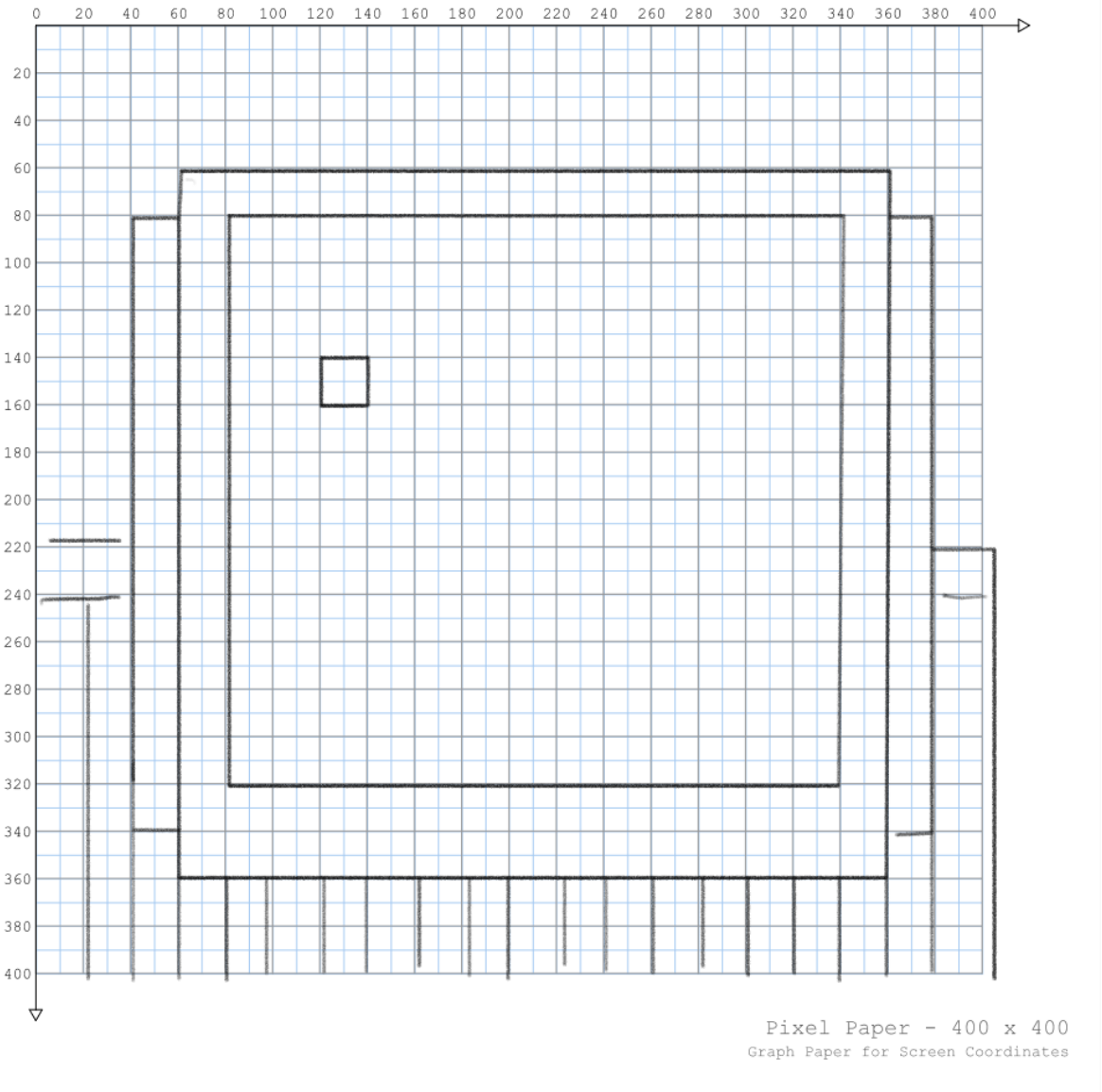
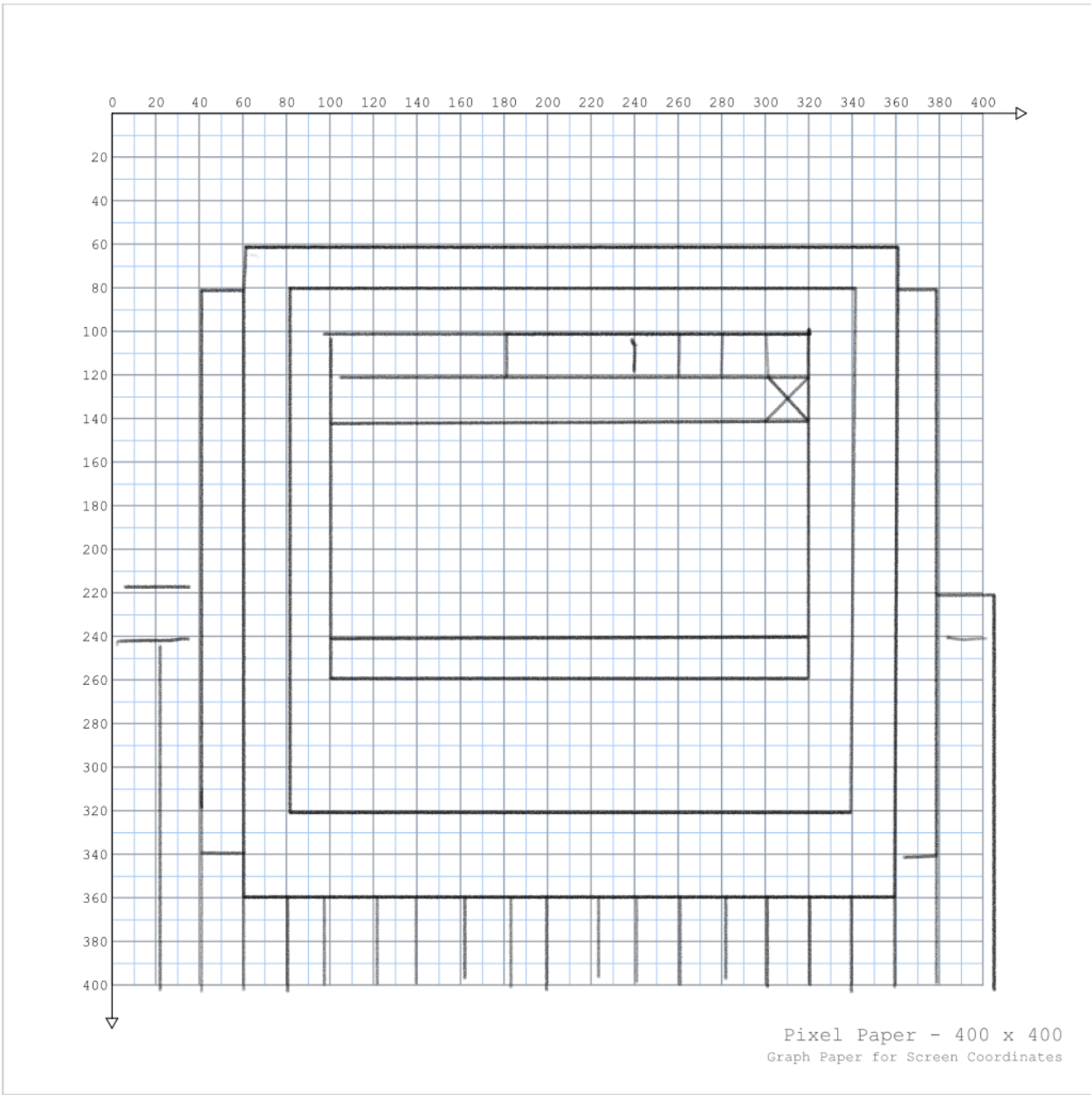
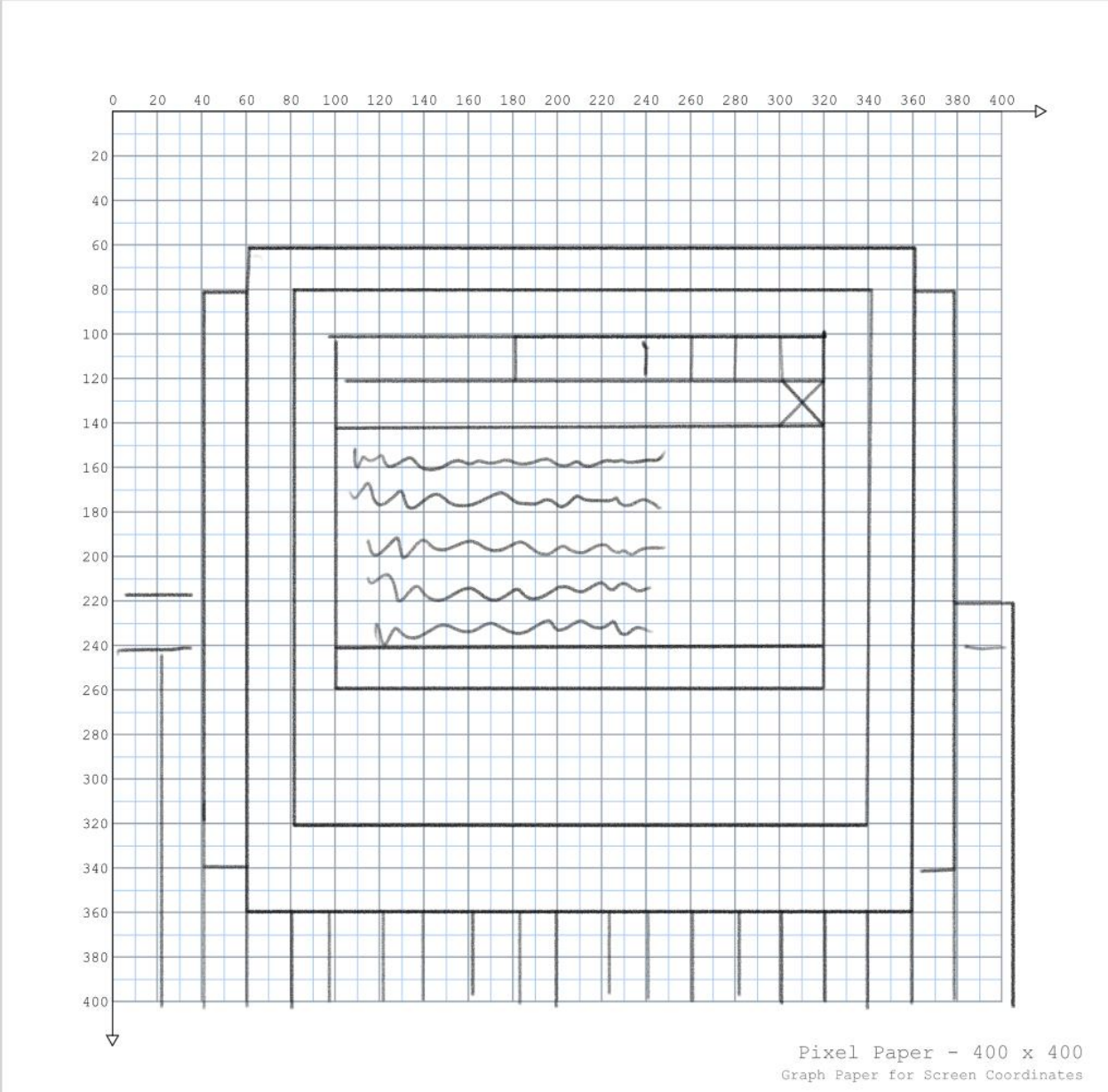


Initial starting page, consisting of a blank screen and particle effect contain the mock processing button, then when clicked opens up an image of a processing page



Second state, game mode this opens a blank processing page that starts the game, this allows the player to start typing initiating the game



Game mode allowing the player to type with in a limited window

Progress computer display → open program →program is only opened for a set time→type your assignment within the time limit, type till your time is up→ get grade→restart

Pseudo code Get Your Work in on Time

Maya wolfe - 991799223

Add classes for

- Win and loss condition
- First array list
- Second array list
- Image blank

Main: get your work in on time

Variables

- Boolean isdisplay , tells program when to display pimage blank
- Int line drawn tell code list where to draw next copy line based on the line before
- Int lose condition
- Float starttime for when program opens start timer
- Boolean trains for win condition
- Sadtrain for loss condition
- PImage blank , blank start screen
- PImage a success screen image
- PImage f failure image
- Arraylist particlelist array holding all the particles
- Arraylist code list array holding copies of pimage code4change

Initialize objects in new tab

- Program
- Particles
- Game mode
- Assignment success

Void set up

- Set frame rate to 60
- Set frame size to 600 by 400
- Let image mode center
- Initialize game mode class
- Initialize program class
- Load pimages
  Coding 4change
  Success

Failure
Resize image play game (coding4change) to fit within pimage blank
Create for loop to call on particle array, create limits of array list
At new particles and create limit

Void draw

Set up background

Set up wallpaper

- While loop to make wall panels
- Line across for upper paneling
- Set background to purple

Create computer screen

- Create a grey square
- Create 2 rectangles on with side same color
- Create blue rectangle with grey outline

Create processing app

- Add processing square blue to represent app as starting point

Create time limit for blank image display

- Create if statement for when blank is displayed based on frame count and start time limit
- Set sad train to true when time is up

Particle loop

- Create for loop for particle p calling on void update and display to play particles

Call on array list codelist

Display code list array based on line drawn variable

Create = if statement for line drawn is greater than 65 or sadtrain is true

- Trains = true
- Isdisplaying = false
- Game mode is displaying

Void key pressed

- Create if statements for when curser is over blue processing square
- Boolean isdisplay becomes true
- And trains becomes true

Void mouse pressed

- Create if statement for when codllist reaches bottom of blank image
- Add remove the first image in the array list
- Add new image
- Set line drawn to plus 1

Reset condition

- Create if statement for when either sad train is true or trains is true
- Create if statement for trigger box
- Reset();

Void reset

- Clear array list code list
- Set sad trains to false
- Set trains to false
- Set int line drawn to 0

Assignment success

Game mode

- New tab

Create class for array list game mode

Implement copy code to call on pimage section in made code

Implement for loop to tell copy code where to display.

Particles

Program

- New tab

Create PImage blank

Call constructor

Load PImage

Void display

Image = blank image