

#### **Guidelines for Project 4:**

**The classes that need modification can be different based on your design.**

- 1) Creating class for your new entity(ies).
  - a. In the level of hierarchy you want to include
  - b. Add necessary methods based on how they interact with other entities such as:
    - i. moveTo
    - ii. transform
    - iii. scheduleAction
    - iv. executeActivity
- 2) In the WorldModel or any other classes you created your entities in the virtual world:
  - a. Add your new entities as instance variables
  - b. Need set methods for these new entities which set the background with these entities
  - c. Load the new entities in the ImageStore
- 3) In VirtualWorld need to call method that loads new entities in setup method
  - a. In the moucePressed method in the VirtualWorld (the mousePressed right now only prints the coordinate of the virtual world, when you pressed the mouse.)
    - i. Control the creation of your new entity.
- 4) The images you want to add to the virtual world must be added in the images folder.
- 5) The imagelist must be updated accordingly. For any image you want to add to your world you also need to include it in the imagelist.