

Class StoryScreen

```
java.lang.Object
  greenfoot.World
    StoryScreen
```

```
public class StoryScreen
  extends greenfoot.World
```

StoryScreen Class

The World that explains to the user the backstory of the conflict through images of text, finishing by showing a CONTINUE! button. Also has an intense soundtrack playing, allowing players to mentally submerge themselves into the world of the simulation.

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Constructor Summary

Constructors

Constructor	Description
StoryScreen()	Constructor for StoryScreen, initializes dimensions and actCount, also starts playing the soundtrack.

Method Summary

All Methods Instance Methods Concrete Methods

Modifier and Type	Method	Description
void	act()	Called every act, determines if and when to draw the image parts, as well as when to display the button.

Methods inherited from class `java.lang.Object`

`clone`, `equals`, `getClass`, `hashCode`, `notify`, `notifyAll`, `toString`, `wait`, `wait`, `wait`

Constructor Detail

StoryScreen

```
public StoryScreen()
```

Constructor for StoryScreen, initalizes dimensions and actCount, also starts playing the soundtrack.

Method Detail

act

```
public void act()
```

Called every act, determines if and when to draw the image parts, as well as when to display the button.

Overrides:

`act` in class `greenfoot.World`