Class StartScreen

java.lang.Object
    greenfoot.World
        StartScreen

```
public class StartScreen
extends greenfoot.World
```

StartScreen Class

The World that is shown at the very start of the simulation. A graphic is displayed to greet the players, and also includes a button that can be clicked to enter the next StoryScreen. Includes captivating and intense background music, allowing players to be drawn in.

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Author:

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Constructor Summary

Constructors

Constructor	Description
StartScreen()	Constructor for Startscreen, creates the world, and the button.

Method Summary

All Methods   Instance Methods   Concrete Methods

Modifier and Type	Method	Description
void	act()	Method that is called every act, continuously checks if the startButton has been pressed.
void	started()	This method is called when the program starts, looping the soundtrack.

Methods inherited from class java.lang.Object

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

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Constructor Detail

StartScreen

public StartScreen()

Constructor for Startscreen, creates the world, and the button.

Method Detail

act

public void act()

Method that is called every act, continuously checks if the startButton has been pressed.

Overrides:

act in class greenfoot.World

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started

public void started()

This method is called when the program starts, looping the soundtrack.

Overrides:

started in class greenfoot.World

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