Write up Final Project programming
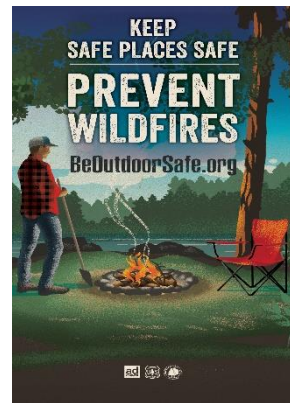
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Synopsis

The chosen public service announcement was Prevent Wildfires from BeOutdoorSafe which is in association with Smokey the largest wildfire prevention service in the US. The program was designed to raise awareness in how to properly put out your campfire. The program has multiple steps which will have to be done in the correct order to correctly put out you fire. If the correct steps are not followed the fire will spread and a wildfire will occur.

Usage and Interactions

Interaction	What does it do, what to expect?
Move your character	Your character will be moveable by dragging the mouse
Move your bucket	Your will be able to move your bucket by using mousedragged
Fill your bucket	Your bucket will get filled if you move it over the river
Throw water over fire	If your bucket is filled with water and the fire is still burning the bucket will get empty and the fire will go if the filled bucket is over the burning fire.
Fire gets extinguished	After putting your filled bucket over the fire, the fire will go out and the Boolean (drown) will be set to true
Stir campfire residue with shovel	If Boolean (drown) is true, you will be able to pick up and move your shovel with mouseDragged. if the shovel is over the fire the Boolean (stirred) will go to true and you will have completed this step.
Fill bucket again	Your bucket will get filled if you move it over the river
Throw water over stirred residue	If Boolean (drown) and (stirred) are true, the bucket will get empty and Boolean (drown2) will be set to true.
Move character over to feel residue	If Boolean (drown), (stirred) and (drown2) are all set to true, you will be able to move your character over the fire and feel the residue. After this the Boolean (feel) will be set to true. You will have completed the steps and successfully put out your fire.

Architecture

Classes	Methods
PSA main	Void setup, void draw, void mouseDragged
Clouds	Cloud constructor, Void display, void update
Flow	Flow constructor, Void display, void update
Land	Land constructor, Void load, void display
Sky	Sky constructor, Void display
Trees	Trees constructor, Void load, void display
Water	Water constructor, Void load, void display
Bucket	Bucket constructor, void display, void drag
Person	Person constructor, void load, void display, void update
Fireplace	fireplace constructor, void load, void display
Fire	Fire constructor, void display, void update
Shovel	Shovel constructor, void display, void drag
Interface	Interface constructor, void load, void display

Structure

Data Graph