Write up Final Project programming

Figure 1: Picture of the public service announcement

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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

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| **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

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| --- | --- |
| **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

