

Animations Design

Initial Idea

Gemclass:

We'll give a gem a

boolean moving;

int animationpositionx;

int animationpositiony;

gem will still have a col and row position (or we might move this since board also holds these values)

There will be an animation class that does something like:

While(there are gems that are still moving)

 forall gems

 if moving

 if (animationpositionx < col*dimension + offsetx)

 animationpositionx ++

 else if (animationpositionx > col*dimension + offsetx)

 animationpositionx --

 else

 if (animationpositiony < row*dimension+offsety)

 animationpositiony++;

 else if (animationpositiony > row*dimension+offsety)

 animationpositiony--;

 else

 moving = false;

 small sleep

The general code should do something like this:

When mouseclick happened:

 set animationpositions on current position

 swap gem by changing col and row

 run animation

 check for combination

 no combination?

 swap back

 combination?

 delete combination, remove gems

 set animationpositions of all gems above the remove gems

 change rows to the new positions

run animation

Check for combinations again and repeat till there are none.

During an animation:

Disable mousehandeling.

ClassDiagram

AnimationHandler
-animatedgems: ArrayList<Gem> -timeline: Time
#RunAnimation(): void #getAnimatedGems(): void #animate(): void #gameUpdate(): void
Responsibilities -- handle animations

Sequence Diagram

