

Administrivia

- Reminder: Homework 5 code due today.
- Homework 6 to be on Web tomorrow. Due dates next week.

Slide 1

GUIs and the Project

- Overall layout of game is `BorderLayout`, with screen in middle and “game status panels” on four sides — returned by `getGameStatusPanel` (in `player`), usually a `JPanel`.
- Menu bar is in `GameSetup`, can be modified.
- Screen editor program has support for “editing properties” (of screens, blocks, entities) — `getEditPropertiesPanel`. Could use this to give slightly different properties to different instances (e.g., walls of different colors, enemies with different speeds).
- Homework 6 will ask you to use these features to (1) display something, and (2) get input from the user (either in the game or in the screen editor).

Slide 2

GUIs and Graphics in Java, Continued

- Many, many library classes, both for predefined GUI components and for graphics. Review API and/or Sun tutorials for more information. Links on “lecture topics and assignments” page and also on “useful links” page.
- Let’s do one more example (of something that combines GUI components with a “custom” component).

Slide 3

Minute Essay

- Do you feel like you’re making progress toward what you want your game to be like?
- What seems like the biggest obstacle at this point?

Slide 4