

# Interactive Applet Actors

4-26-2010

# Opening Discussion

- Do you have any questions as we head into the last week of class?

# Drawing Centered

- The drawImage method, like the other draw methods in the Graphics class, uses the coordinates we give it as the top left corner.
- For various reasons, it can be helpful if we make it draw the image so the actor's X,Y is the center of the image.
- Let's do that.

# Gravity Falling

- I want to make our player fall with an acceleration like gravity.
- To do this we need to store a velocity value that will be how much we change the location each time through.
- Each time in act we make that value one larger.

# Interacting Actors

- We need to make it so our player doesn't just keep falling.
- My goal is to be able to build a “map” of actors and have it so the player doesn't pass through certain types of actors.
- To make this happen we need a way to detect if a two actors intersect.
- We also need a way for the player to find out about other actors.

# Getting Keystrokes

- To make things interactive, we need to figure out how to get keyboard and mouse information to the Player.
- Greenfoot does this by holding the information and giving us methods to ask about what has happened. We could do that, or we could make it so that the Player itself is a Listener.

# Minute Essay

- Do you have any questions?