

Drawing

3-8-2010

Opening Discussion

- Minute essays
 - Remembering Greenfoot methods.
 - Why did we have to cast the `getWorld()` call to a `ConnectFourBoard`?
 - Greenfoot in `Greenfoot.getMouseInfo()`.

Objective

- We had gotten pretty close to having our city scenario be a game. In order to really make it work we need some more control over what is drawn.
 - Limit quantity alligator can eat in a time period and make it visible when it can eat again.
 - Display some text showing how many people have been eaten.
 - Consider the ability to destroy houses.

Image and Drawing

- Many of these things we can do with what we already know. Changing the image we haven't learned how to do yet though.
- For this we need the GreenfootImage class. Let's go look at it in the API.
 - Three constructors
 - Draw methods
 - Get methods
 - Set methods

Swapping Images

- We haven't worried too much about efficiency in most of the things we have done, but we will here.
- Loading a redrawing images is inefficient. I want us to create two images for the alligator when it is created, and then swap between those.

Text and Fonts

- To signify how many people have been eaten I want to use an actor and write text to the image for that actor, then add that actor to the world.

Other Additions

- Most of the other things I want us to add simply require adding memories to the actors or the world and then putting proper logic into the act methods.

Minute Essay

- Do you have any questions about what we did today?
- You should get me your design for the first project on Wednesday.