Drawing

11/2/2009
Opening Discussion

- How was Halloween?
- What did we do last class?
- Minute Essay Responses
  - Can we remove two pumpkins with one click?
  - When to capitalize? (MouseInfo vs. mouseInfo)
  - Review of try/catch.
Objective

- I want to make the Halloween game that we started working on a bit more like a real game.
  - Spiders bite you if they get to you. After a certain number of bites the game stops and you lose.
  - Spiders get stunned when they bite and pause for a period of time. Change their image when this happens.
  - If you get all the pumpkins you win.
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 spider when it is created, and then swap between those.
Text and Fonts

- To signify that we have won or lost, 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 by tonight.