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.

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 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.