Opening Discussion

- Minute essays
  - An array is just a bunch of values in numbered bins. You can avoid using them.
  - Making code overly complex.
  - Syntax and details.
  - Thinking like a coder.
  - Calls between objects.
Objective

- We want to be able to change the graphics on things. This could be loading in other images at certain times or drawing stuff to the image.
Image and Drawing

• For this we need the GreenfootImage class. Let's go look at it in the API.
  - Three constructors
  - Draw/fill 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 and redrawing images is inefficient. I want us to create two images for the rocket and swap between them.
Text and Fonts

• To signify how many people have been picked up 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 sometime today.