

Drawing

10-22-2010

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.