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.
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.