

# Controlled Applet Actors

4-28-2010

# Opening Discussion

- Let's go back over what we got done last class.
  - Drawing Centered
  - Gravity Falling
  - Actor intersection

# Interacting Actors

- We still need to give the Player a way to find other actors so that it can run through them and see if it intersects with them.
- We were working toward this when we ran out of time last class.

# Getting Keystrokes

- To make things interactive, we need to figure out how to get keyboard and mouse information to the Player.
- Greenfoot does this by holding the information and giving us methods to ask about what has happened. We could do that, or we could make it so that the Player itself is a Listener.

# Minute Essay

- Do you have any questions?
- Friday we will wrap things up and do course evaluations.
- Send me your designs by tonight.