Day2: Wrap Up

What we’ve learned so far!
Recap

• What did you learn today?
• What do you need more practice with?
• What is fun?
• What is confusing?
Lines of code

- Method calls
  - move(5), turn(45)
  - super.act()

- if statements
  - if (isAtEdge())
  - if (Greenfoot.isKeyDown(“down”))

- Method definitions
  - checkForEdge()
  - lookForFood()

- Variable declarations, Constructors
  - private int lettuceEaten, private Bird Flappy
  - var Turtle turtle <= new Turtle()

- Assignment statements
  - lettuceEaten <= 0
Programming & Game Development Concepts

- Object Oriented Design and class hierarchy
  - Consumer parent class
- Randomizing
  - Greenfoot.getRandomNumber()
- Keystrokes
  - isKeyDown()
- Window co-ordinates and relative positioning
- Distance and ClosestPrey
- Velocity and acceleration (falling)
- Animation - change image based on action
  - wings
  - bird angle
- Environment changing
  - Lettuce moving
  - Pipes appearing
- Keeping score
- Ending Game
Resources

• Stride Command list (arrow to open window to right)
• Ctrl-space for list of methods (code completion)
• Greenfoot Help Menu
• TechGirls site (techgirls.cs.vt.edu)