Processing Unit 1 Wrap up Project

Credit: CSE 1110 Structured Programming 1

In this project, you are to demonstrate that you can apply as many of our concepts as you can.  As this project is being used to determine your skill level, you will have a limited amount of time and a limited amount of help.  You are encouraged, however, to use all your past examples to help yourself.

Base Level Skills

* Using int, float and String variables (float is not required for this project)
* Drawing Rectangles and Ellipses
	+ using fill, stroke, strokeweight
* Adding Fonts
* Writing Text
	+ using fill, textFont
* Adding images
* Using mouseX and/or mouseY

Advanced Skills

* Troubleshooting common errors
* Searching the Internet to find new skills/code
* Using the mousePressed function
* Using the keyPressed function
* Use commenting to organize and leave instructions for your program

Useful Skills but are Not Marked in This Credit

* If statements
* Additional Functions

Procedure:

Save a new Processing file as Processing1Project

The following are suggested as a starting point

* set up a String variable called *title* and temporarily store the words “The Adventure”.  You can change this title if you like once you have a better idea for your project.
* set up an int variable called *year* and store the year 2014
* add 3 pictures to the project but do not place them in the project yet:
* any picture that could act as a background
* a picture that can act as a background for the FUTURE
* a picture of your actor that has all its background removed/erased in Paint or Gimpshop
* add 2 fonts

Your job is to now demonstrate all your skills by creating a scene. Your goal is to create a scene that demonstrates the level of skill you believe you have.  Remember that you will have limited time and a limited amount of help for this project.

50-60% level

* Use existing code and examples then just make minor changes/customizations

60-70% level (for students comfortable with shapes, text and pictures)

* A static scene (one that does not change at all) is created that demonstrates all the basic skills
* Variables are printed to create titles

80-90% level (for students comfortable with all of the above plus using advanced features such as mousePressed and/or keyPressed)

* A dynamic scene (animated or changing scene) is created
* The variables are printed to create titles

100% level

* All of the above
* The variables are manipulated to alter the scene
* A new skill (one that we have not specifically used in our class examples) has been learned by using online tutorials or hints
* Comments are used to organize and leave instructions for your program