

Memorandum

Date: October 8, 2004
To: Xiannong Meng
ENGR 100 Computer Science Seminar Instructor
From: Mary K. Smith, ENGR 100 student
Pat J. Jones, ENGR 100 student
Chris F. Farley, ENGR 100 student
Subject: Programming Project Summary

Introduction

It was the task of our team to create a computer animation (movie or interactive) that use at least three objects. It should also have at least three meaningful methods and at least two of the methods must use parameters in a meaningful way. The animation must be at least 30 seconds and not exceed 2 minutes in length. As per your request, our team results are summarized as follows.

Features

We determined that our animation should have the following features.

1. A big purple dinosaur. Most people will instantly recognize him because he is so annoying.
2. thing two
3. thing three
4. Last of the items that you consider very important

Other features which we consider to be interesting but less important are here...

Storyboards

Explain each of the storyboards here briefly.

Testing

Explain what testing techniques you used. Did you test at each step of the development? Did you test each method as it is completed? Did you put a few methods and objects together and test them as a whole? If your program is interactive, you need to convince yourself that it behaviors properly regardless of the input. For example, you might want to recruit your roommates who haven't seen your programs before to try out the program.

Conclusions

We tried several ideas before deciding that these were the best. We chose these because of the following reasons. We are convinced our program works properly because of the following reasons.

Please contact us if you have any questions.

List of Objects and Methods Used in the Animation

Our animation includes the following objects along with methods in that object.

Object 1 *SuperChicken*

Method 1 *SuperChickenWalk*

Purpose This method enables the chicken to walk.

Parameters This method has a single number parameter named *howFar* that tells the chicken how many steps to walk. The parameter is necessary because we call this method from several different places, and each time the chicken travels a different distance.

Discussions Getting the chicken to walk turned out to be much more difficult than we expected. We decided that in order to make the movement realistic, it wasn't sufficient to just have the chicken move its legs. We decided that the chicken's body should sway too.

This is an object level method because it is a chicken specific behavior. Making it object level also allowed us to create a new chicken called *SuperChicken* which inherits from *Chicken*. This allowed us to work on the *SuperChicken* separately, and then import it into our world when it was finished.

Method 2 *SuperChickenSing*

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Object 2 *CowBoy*