

6/18/2025

Free Dist

84-100 8

Rest 4

Fruit V2 Key Mechanisms

Added boolean lose variable so I know whether to draw fruits OR "Game Over" msg.

int variable ~~Time~~ loseT so I can display the "Game Over" message for a fixed amount of time.

→ Another alternative: Have user click a button to "move on".

Couple Key Ideas

For adding fruit counts, we ended up having to modify the PicToken class. Thus, we had to go back to our main code to modify the creation of each PicToken object. Luckily there were only 2 places in the code this happened.