


```
void iphonemasks(){
  image(iphonemask,20,12);
  image(iphonemask,width-420,12);
}
```

```
void drawBackground(){
  noStroke();
  fill(0);
  rect(57,132,326,486);
  rect(width-440+57,132,326,486);
  image(piscatorBg,60,135);
  image(piscatorBg,width-440+60,135);
}
```

```
void setup(){

  size(1000,750);
  frameRate(30);
  smooth();
  barretta = loadImage ("barretta.png");
```

```
//////////////////////////////////LOADING OBJECTS FROM
CLASSSSSSSSSSSSSSSSSSSSSSSS
```

```
//////////////////////////////////
```

```
//////////////////////////////////sender
enter = new ImageClickable (60, 135, loadImage ("enter.jpg"));
applic = new ImageClickable (60, 135, loadImage ("applic.png"));
fish1 = new ImageClickable(60, 225, loadImage("pescetto.png"));
low_profile = new ImageClickable(80, height/4, loadImage("low_profile.png"));
send_now = new ImageClickable (posizioneX_now, posizioneY_now, loadImage
("send_invitation_now.png"));
send_now_glow = new ImageClickable (posizioneX_now, posizioneY_now,
loadImage ("send_invitation_now_glow.png"));
send_later = new ImageClickable (320/3*2+15, 450, loadImage
("send_invitation_later.png"));
send_later_glow = new ImageClickable (320/3*2+15, 450, loadImage
("send_invitation_later_glow.png"));
canna = new ImageClickable (175, 190, loadImage ("canna_da_pesca2.png"));
full = new ImageClickable (320/4+7, height/4, loadImage ("full_profile.png"));
bottone_dock_fake = new ImageClickable (320/2+36, 550, loadImage
("dock_button.png"));
```

```
dock_small = new ImageClickable (60, 610, loadImage ("dock_ale_small.png"));
dock_status = new ImageClickable (60, 610, loadImage ("dock_status.png"));
dock_spots = new ImageClickable (60, 610, loadImage ("dock_spots.png"));
dock_profile = new ImageClickable (60, 610, loadImage ("dock_profile.png"));
dock_acquario = new ImageClickable (60, 610, loadImage
("dock_acquario.png"));
barretta1 = new ImageClickable (60, 150, loadImage ("barretta2.png"));
bottone2 = new ImageClickable (753, 550, loadImage ("dock_button2.png"));
lostatus = new ImageClickable (60, 150, loadImage ("status.png"));
spots = new ImageClickable (60, 150, loadImage ("spots2.png"));
profile = new ImageClickable (90, height/4, loadImage ("full_profile2.png"));
acquario = new ImageClickable (60, 130, loadImage ("acquario.png"));
////////////////////////////////// reciever
verme = new ImageClickable (700, -200, loadImage ("verme.png"));
bottoni = new ImageClickable (642, height, loadImage ("tre_bottoni.png"));
yes = new ImageClickable (642, height, loadImage ("yesnow.png"));
next_time = new ImageClickable (642, height, loadImage ("next_time.png"));
ignore = new ImageClickable (642, height, loadImage ("ignore.png"));
pesceAppeso = new ImageClickable (562, height, loadImage
("pesceappeso.png"));
full2 = new ImageClickable (655, height/4, loadImage ("full_profile2.png"));
```

```
////////////////////////////////// SETUP HIT AREAS FOR
DOCKKKKKKKKKKKKKKKKKKKKKKKKKKKKKKKKKKK
dock_status.setHitArea(0, 0, 101, dock_status._height);
dock_spots.setHitArea(101, 0, 66, dock_status._height);
dock_profile.setHitArea(167, 0, 64, dock_status._height);
dock_acquario.setHitArea(231, 0, dock_status._width - 231, dock_status._height);
```

```
////////////////////////////////// SETUP HIT AREAS FOR
RESPONSEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEE
yes.setHitArea(0, 0, 115, yes._height);
next_time.setHitArea(99, 0, 72, yes._height);
ignore.setHitArea(187, 0, (ignore._width - 187), yes._height);
```

```
////////////////////////////////// SETUP HIT AREAS FOR APPICL
applic.setHitArea(155, 295, 90, 65);

send_now_glow.setHitArea(0, 0, send_now_glow._width,
send_now_glow._height);
```

```
////////////////////////////////// BASIC STATUS FOR OBJECTS PROPRIETIES -
NON ACTIVE
```

```
//////////////////////////////////FIRST
```

```
low_profile._visible = false;
send_now._visible = false;
send_now_glow._visible = false;
```

```
send_later._visible = false;
send_later_glow._visible = false;
canna._visible = false;
full._visible = false;
dock_small._visible = false;
bottone_dock_fake._visible = true;
dock_status._visible = false;
dock_spots._visible = false;
dock_profile._visible = false;
dock_acquario._visible = false;
lostatus._visible = false;
spots._visible = false;
profile._visible = false;
acquario._visible = false;
barretta1._visible = false;
bottone2._visible = true;
```

```
//////////////////////////////////////SECOND
```

```
verme._visible = false;
bottoni._visible = false;
yes._visible = false;
next_time._visible = false;
ignore._visible = false;
pesceAppeso._visible = false;
verme._movingY = false;
bottoni._movingY = false;
pesceAppeso._movingY = false;
full2._visible = false;
enter._visible = true;
applic._visible = false;
full._closing = false;
full2._closing = false;
```

```
iphonemask = loadImage("iphone3g.png");
piscatorBg = loadImage("background.png");
}
```

```
void draw()
{
  showProfileAfterTimeout();
  background(255);
  drawBackground();
```

```
if (goingFish == true)
```



```
spots.render();
profile.render();
acquario.render();
```

```
//////////////////////////////////////ROLLOVER FISHHHHHHHHHHHHHHHHHHHHH
```

```
updateResponseRollovers();
bottoni.render();
yes.render();
next_time.render();
ignore.render();
```

```
full.redimension();
full2.redimension();
enter.render();
applic.render();
updateApplication();
```

```
iphonemasks();
```

```
image(barretta, 620, 150);
barretta1.render();
bottone2.render();
```

```
//////////////////////////////////////COVERS WHERE NEEDED//////////////////////////////////////
```

```
fill (255);
rect (0, 0, 1000, 17);
rect (0, 737, 1000, 18);
rect (413, 220,100, 80);
rect(0,220, 25,80);
rect(width-40,height-40, 40, 40);
rect(width-25,height-100, 25, 100);
}
```

```
//////////////////////////////////////GET INTO THE APPLICATION + ROLLOVER//////////////////////////////////////
```

```
void updateApplication() {
  applic.syncPosition(enter);
  enter._visible = true;
  applic._visible = false;
  if(applic.isTouching(mouseX, mouseY)){
    enter._visible = true;
    applic._visible = true;
  }
}
```

```
//////////////////////////////////////ROLLOVERS MENU
```

```
void updateDockRollovers(){
  dock_status.syncPosition(dock_small);
```

```

dock_spots.syncPosition(dock_small);
dock_profile.syncPosition(dock_small);
dock_acquario.syncPosition(dock_small);

dock_small._visible = true;
dock_status._visible = false;
dock_spots._visible = false;
dock_profile._visible = false;
dock_acquario._visible = false;

if(dock_status.isTouching(mouseX, mouseY)){
  dock_small._visible = false;
  dock_status._visible = true;
}
else if(dock_spots.isTouching(mouseX, mouseY)){
  dock_small._visible = false;
  dock_spots._visible = true;
}
else if(dock_profile.isTouching(mouseX, mouseY)){
  dock_small._visible = false;
  dock_profile._visible = true;
}

else if(dock_acquario.isTouching(mouseX, mouseY)){
  dock_small._visible = false;
  dock_acquario._visible = true;
}
}
}

```

//////////////////////////////////////INVITATION ROLLOVERS

```

void updateSendNow() {
  send_now_glow.syncPosition(send_now);
  send_later_glow.syncPosition(send_later);
  send_now._visible = false;
  send_now_glow._visible = false;

  send_later._visible = false;
  send_later_glow._visible = false;

  if(low_profile._visible == true) {
    send_now._visible = true;
    if(send_now_glow.isTouching(mouseX, mouseY))

      send_now_glow._visible = true;
  }
  if(low_profile._visible == true) {

```

```

send_later._visible = true;
if(send_later_glow.isTouching(mouseX, mouseY))
    send_later_glow._visible = true;

}
}

```

```

//////////////////////////////////////ROLLOVERS ANSWER

```

```

void updateResponseRollovers() {
    yes.syncPosition(bottoni);
    next_time.syncPosition(bottoni);
    ignore.syncPosition(bottoni);
    bottoni._visible = true;
    yes._visible = false;
    next_time._visible = false;
    ignore._visible = false;

    if(yes.isTouching(mouseX, mouseY)){
        bottoni._visible = true;
        yes._visible = true;
    }

    if(next_time.isTouching(mouseX, mouseY)){
        bottoni._visible = true;
        next_time._visible = true;
    }

    if(ignore.isTouching(mouseX, mouseY)){
        bottoni._visible = true;
        ignore._visible = true;
    }
}

void mousePressed()
{
    ////////////////////////////////////////START THE APPLICATION

    if (applic._visible == true) {
        applic._visible = false;
        enter._visible = false;
        barretta1._visible = true;
        applic._y = 1400;
        enter._y = 1400;
    }
}

```

```

//////////////////////////////////////DOCK OPTIONS

```

```

if(dock_status.isTouching(mouseX, mouseY)){
    dock_small._visible = false;
    dock_status._visible = true;
}

```



```
    lostatus._visible = true;
}
else {
    lostatus._visible = false;
}
```

```
if(dock_spots.isTouching(mouseX, mouseY)){
    dock_small._visible = false;
    dock_spots._visible = true;
    spots._visible = true;
}
else {
    spots._visible = false;
}
```

```
if(dock_profile.isTouching(mouseX, mouseY)){
    dock_small._visible = false;
    dock_profile._visible = true;
    profile._visible = true;
}
else {
    profile._visible = false;
}
```

```
if(dock_acquario.isTouching(mouseX, mouseY)){
    dock_small._visible = false;
    dock_acquario._visible = true;
    acquario._visible = true;
}
else {
    acquario._visible = false;
}
```

```
//////////////////////////////////////THE DOCK IS NO MORE AVAILABLE
```

```
if (full._visible == false) {
    if (canna._visible == false) {
        if(low_profile._visible == false){
            if (bottone_dock_fake._visible == true && (mouseX >
bottone_dock_fake._x)&&(mouseX < bottone_dock_fake._x +
bottone_dock_fake._width)
                &&(mouseY > bottone_dock_fake._y)&&(mouseY < bottone_dock_fake._y +
bottone_dock_fake._height)) {
                bottone_dock_fake._visible = false;
            }
        }
    }
}
```

```

    dock_small._visible = true;
    dock_small._ytarget = 550;
    dock_small._movingY = true;
}
else if(mouseY < dock_small._y){
    dock_small._ytarget = 620;
    bottone_dock_fake._visible = true;

}
}
}
}
}

```

//////////////////////////////////// THE CLICK STOPS THE FISH AND THE LOW PROFILE APPEARS

```

if (true == fish1.isTouching(mouseX, mouseY)) {
    goingFish = false;
    dock_small._ytarget = 620;
    bottone_dock_fake._visible = false;
    low_profile._visible = true;
    send_now._visible = true;
    send_later._visible = true;

```

```

}

```

//////////////////////////////////// STARTING AN INVITATION AND APPEARS THE ROD

```

else if(low_profile._visible == true){
    if(true == pressedOnSendInvitationNow(mouseX, mouseY)){
        fish1._visible = false;
        low_profile._visible = false;
        send_now._visible = false;

```

```

        send_later._visible = false;

```

```

        bottone_dock_fake._visible = false;

```

```

        canna._visible = true;
        canna._ytarget = 200;
        canna._xtarget = 100;
        canna._movingY = true;
        canna._movingX = true;
        verme._visible = true;
        verme._ytarget = -50;
        verme._movingY = true;
        bottoni._visible = true;
        bottoni._ytarget = 510;

```

```

    bottoni._movingY = true;
    yes._movingY = true;

    yes._visible = true;
    bottone2._visible = false;

}
}
////////////////////////////////////// ACCEPTING AN INVITATION AND APPEARS
THE EATING FISH
else if (yes._visible == true && yes.isTouching(mouseX, mouseY) == true) {
    bottoni._visible = false;
    yes._visible = false;
    bottoni._ytarget = height;
    pesceAppeso._visible = true;
    pesceAppeso._ytarget = 350;

    pesceAppeso._movingY = true;
    canna._visible = true;

    bottone_dock_fake._visible = false;
    startShowProfileTimer();
}

////////////////////////////////////// GETTING THE FISH INTO THE ACQUARIUM

if ((full._visible == true) && full.isTouching(mouseX, mouseY)) {
    full._ytarget = height;
    full._movingY = true;
    full._movingX = true;
    full._xtarget = 400;
    full._closing = true;
    full._widthtarget = 2;
}
if ((full2._visible == true) && full2.isTouching(mouseX, mouseY)) {
    full2._ytarget = height ;
    full2._movingY = true;
    full2._movingX = true;
    full2._xtarget = width;
    full2._closing = true;
    full2._widthtarget = 2;
}
}
}

////////////////////////////////////// boolean to create a selectable button

```

```

boolean pressedOnSendInvitationNow(int x, int y)
{
    if((posizioneX_now < x)&&(x < (posizioneX_now + send_now._width)){
        if((posizioneY_now < y)&&(y < (posizioneY_now + send_now._height)){
            return true;
        }
    }
    return false;
}

```

////////////////////////////////////HOW TO MAKE A TEMPORARY EVENT
HAPPEN, ONLY ONCE

```

boolean showProfileTimerActive = false;
int showProfileTimer = 0;

```

```

void startShowProfileTimer() {
    showProfileTimerActive = true;
    showProfileTimer = millis() + 12000;
}

```

```

void showProfileAfterTimeout() {
    if(!showProfileTimerActive){
        return;
    }
    if(millis() < showProfileTimer){
        return;
    }
    showProfileTimerActive = false;
}

```

```

if (canna._visible == true) {
    canna._visible = false;
    pesceAppeso._visible = false;
    verme._visible = false;
}

```

```

full._x = 320/4+7;
full._y = -100 ;
full._visible = true;
full._ytarget = height/4;
full._movingY = true;

```

```

full2._x = 655;
full2._y = -100 ;
full2._visible = true;
full2._ytarget = height/4;
full2._movingY = true;

```

```
    bottone_dock_fake._visible = false;
}
}
```

```
class ImageClickable
```

```
{
    float _x;
    float _y;
    float _width;
    float _height;
    PImage _img;
    boolean _visible;
    boolean _movingX;
    boolean _movingY;
    float _xtarget = _x;
    float _ytarget = _y;
    float _hitOffsetX;
    float _hitOffsetY;
    float _hitWidth;
    float _hitHeight;

    boolean _closing;
    float _widthtarget = _width;
```

```
//////////////////////////////////////DIMENSION AND HIT AREAS
```

```
ImageClickable(float x, float y, PImage img) {
    _x = x;
    _y = y;
    _hitOffsetX = 0;
    _hitOffsetY = 0;
    _width = _hitWidth = img.width;
    _height = _hitHeight = img.height;
    _img = img;
    _visible = true;
    _movingX = false;
    _movingY = false;
    _closing = false;
}
```

```
//////////////////////////////////////SYNC TWO OBJECTS IN THE CLASS
```

```
void syncPosition(ImageClickable img){
    _x = img._x;
    _y = img._y;
    _xtarget = img._xtarget;
    _ytarget = img._ytarget;
```

```

}
//////////////////////////////////////RENDER THE IMAGE
void render(){
  if(_visible){
    image(_img, _x, _y, _width, _height);
  }
}
//////////////////////////////////////EASING DIVIDED IN X AND Y AXES
void easingY() {
  if(_movingY){
    _y += (_ytarget - _y)/16;
  }
}

void easingX() {
  if(_movingX) {
    _x += (_xtarget - _x)/16;
  }
}
//////////////////////////////////////REDUCE THE SIZE
void redimension() {
  if (_closing) {
    _width += (_widthtarget - _width)/16;
  }
}

//////////////////////////////////////AREA THAT CAN BE HIT AND
//////////////////////////////////////USED AS AN INTERACTIVE PART
void setHitArea(float hitX, float hitY, float hitWidth, float hitHeight)
{
  _hitOffsetX = hitX;
  _hitOffsetY = hitY;
  _hitWidth = hitWidth;
  _hitHeight = hitHeight;
}

//////////////////////////////////////HOW TO MAKE A MOBILE BUTTON
boolean isTouching(int x, int y)
{
  float realX = _x + _hitOffsetX;
  float realY = _y + _hitOffsetY;
  float realWidth = _width;
  float realHeight = _height;
  if(_width != _hitWidth){
    realWidth = _hitWidth;
  }
  if(_height != _hitHeight){
    realHeight = _hitHeight;
  }
  if((realX < x)&&(x < (realX + realWidth))){

```

```
    if((realY < y)&&(y < (realY + realHeight))){  
        return true;  
    }  
}  
return false;  
}  
}
```