

SNOWBALL_ATTACKING.PDE

SNOWBALL

```
// Importing libraries essentials for the phone
import processing.phone.*; // import phone library to go fullscreen
Phone myPhone;           // named reference to phone instance

// *****
// *                               *
// * Snowball_Fight simulation_Prototype *
// *                               *
// *****
//
// I   IUAV - Istituto Universitario di Architettura di Venezia
// --- Faculty of design and arts fDA, clasVEM
// U   IxD Lab 1_2007-08, Laboratorio di comunicazione visuale e cinetica
// --- professors: Gillian Crampton Smith, Philip Tabor
// A   students: Andrea Collet 263367, Maria Chiara Toncich 261507
// ---
// V   http://www.iuav.it - http://www.interaction-venice.com
//
// -----
//
// Mode-switching system for screen change has been
// developed by Nicholas Zambetti
```

```
////////////////////////////////////
// SCREENS DECLARATION AND DRAWING
////////////////////////////////////
// Names of the modes are given to match the image they are linked to.
int MODE_SNOWBALL00 = 0;
int MODE_SNOWBALL01 = 1;
int MODE_SNOWBALL02 = 2;
int MODE_SNOWBALL02_1 = 3;
int MODE_SNOWBALL02_2 = 4;
int MODE_SNOWBALL02_3 = 5;
int MODE_SNOWBALL03 = 6;
int MODE_SNOWBALL04 = 7;
int MODE_SNOWBALL04_1 = 8;
int MODE_SNOWBALL04_2 = 9;
int MODE_SNOWBALL05 = 10;
int MODE_SNOWBALL06 = 11;
int MODE_SNOWBALL07 = 12;
int MODE_SNOWBALL08 = 13;
int MODE_SNOWBALL08_1 = 14;
int MODE_SNOWBALL08_2 = 15;
int MODE_SNOWBALL08_3 = 16;
int MODE_SNOWBALL09 = 17;
int MODE_SNOWBALL09_1 = 18;
int MODE_SNOWBALL09_2 = 19;
int MODE_SNOWBALL09_3 = 20;
int MODE_SNOWBALL10 = 21;
int MODE_SNOWBALL10_1 = 22;
int MODE_SNOWBALL10_2 = 23;
int MODE_SNOWBALL10_3 = 24;
int MODE_SNOWBALL11 = 25;
int MODE_SNOWBALL11_1 = 26;
```

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```
int MODE_SNOWBALL11_2 = 27;
int MODE_SNOWBALL11_3 = 28;
int MODE_SNOWBALL12 = 29;
int MODE_SNOWBALL13 = 30;
int MODE_SNOWBALL13_1 = 31;
int MODE_SNOWBALL13_2 = 32;
int MODE_SNOWBALL13_3 = 33;
int MODE_SNOWBALL14 = 34;
int MODE_SNOWBALL15 = 35;
int MODE_SNOWBALL15_1 = 36;
int MODE_SNOWBALL15_2 = 37;
int MODE_SNOWBALL15_3 = 38;
int MODE_SNOWBALL16 = 39;
int MODE_SNOWBALL17 = 40;
int MODE_SNOWBALL17_1 = 41;
int MODE_SNOWBALL17_2 = 42;
int MODE_SNOWBALL17_3 = 43;
int MODE_SNOWBALL18 = 44;
int MODE_SNOWBALL18_1 = 45;
int MODE_SNOWBALL18_2 = 46;
int MODE_SNOWBALL18_3 = 47;
int MODE_SNOWBALL19 = 48;
int MODE_SNOWBALL20 = 49;
int MODE_SNOWBALL20_1 = 50;
int MODE_SNOWBALL20_2 = 51;
int MODE_SNOWBALL20_3 = 52;
int MODE_SNOWBALL21 = 53;
int MODE_SNOWBALL22 = 54;
int MODE_SNOWBALL22_1 = 55;
int MODE_SNOWBALL22_2 = 56;
int MODE_SNOWBALL22_3 = 57;
int MODE_SNOWBALL22_4 = 58;
int MODE_SNOWBALL22_5 = 59;
int MODE_SNOWBALL23 = 60;
int MODE_SNOWBALL24 = 61;
int MODE_SNOWBALL25 = 62;
int MODE_SNOWBALL26 = 63;
int MODE_SNOWBALL26_1 = 64;
int MODE_SNOWBALL26_2 = 65;
int MODE_SNOWBALL26_3 = 66;
int MODE_SNOWBALL26_4 = 67;
int MODE_SNOWBALL26_5 = 68;
int MODE_SNOWBALL26_6 = 69;
int MODE_SNOWBALL26_7 = 70;
int MODE_SNOWBALL27 = 71;
int MODE_SNOWBALL28 = 72;
int MODE_SNOWBALL29 = 73;
int MODE_SNOWBALL30 = 74;
int MODE_SNOWBALL31 = 75;
int MODE_EXIT = 76;

// Giving to the 'mode' variable the initial value of
// 'MODE_SNOWBALL_00' we start the application with the
// title screen.
int mode = MODE_SNOWBALL00;
```

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```
// Here all the image placeholders are declared.
PImage bgsnowball00;
PImage bgsnowball01;
PImage bgsnowball02;
PImage bgsnowball02_s1;
PImage bgsnowball02_s2;
PImage bgsnowball02_s3;
PImage bgsnowball03;
PImage bgsnowball04;
PImage bgsnowball04_s1;
PImage bgsnowball04_s2;
PImage bgsnowball05;
PImage bgsnowball06;
PImage bgsnowball07;
PImage bgsnowball08;
PImage bgsnowball08_s1;
PImage bgsnowball08_s2;
PImage bgsnowball08_s3;
PImage bgsnowball09;
PImage bgsnowball09_s1;
PImage bgsnowball09_s2;
PImage bgsnowball09_s3;
PImage bgsnowball10;
PImage bgsnowball10_s1;
PImage bgsnowball10_s2;
PImage bgsnowball10_s3;
PImage bgsnowball11;
PImage bgsnowball11_s1;
PImage bgsnowball11_s2;
PImage bgsnowball11_s3;
PImage bgsnowball12;
PImage bgsnowball13;
PImage bgsnowball13_s1;
PImage bgsnowball13_s2;
PImage bgsnowball13_s3;
PImage bgsnowball14;
PImage bgsnowball15;
PImage bgsnowball15_s1;
PImage bgsnowball15_s2;
PImage bgsnowball15_s3;
PImage bgsnowball16;
PImage bgsnowball17;
PImage bgsnowball17_s1;
PImage bgsnowball17_s2;
PImage bgsnowball17_s3;
PImage bgsnowball18;
PImage bgsnowball18_s1;
PImage bgsnowball18_s2;
PImage bgsnowball18_s3;
PImage bgsnowball19;
PImage bgsnowball20;
PImage bgsnowball20_s1;
PImage bgsnowball20_s2;
PImage bgsnowball20_s3;
PImage bgsnowball21;
PImage bgsnowball22;
```

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```
PImage bgsnowball22_s1;
PImage bgsnowball22_s2;
PImage bgsnowball22_s3;
PImage bgsnowball22_s4;
PImage bgsnowball22_s5;
PImage bgsnowball23;
PImage bgsnowball24;
PImage bgsnowball25;
PImage bgsnowball26;
PImage bgsnowball26_s1;
PImage bgsnowball26_s2;
PImage bgsnowball26_s3;
PImage bgsnowball26_s4;
PImage bgsnowball26_s5;
PImage bgsnowball26_s6;
PImage bgsnowball26_s7;
PImage bgsnowball27;
PImage bgsnowball28;
PImage bgsnowball29;
PImage bgsnowball30;
PImage bgsnowball31;

// Function that loads all the images.
void loadImages()
{
  bgsnowball100 = loadImage("bg_snowball100.png");
  bgsnowball101 = loadImage("bg_snowball101.png");
  bgsnowball102 = loadImage("bg_snowball102.png");
  bgsnowball102_s1 = loadImage("bg_snowball102_selected1.png");
  bgsnowball102_s2 = loadImage("bg_snowball102_selected2.png");
  bgsnowball102_s3 = loadImage("bg_snowball102_selected3.png");
  bgsnowball103 = loadImage("bg_snowball103.png");
  bgsnowball104 = loadImage("bg_snowball104.png");
  bgsnowball104_s1 = loadImage("bg_snowball104_selected1.png");
  bgsnowball104_s2 = loadImage("bg_snowball104_selected2.png");
  bgsnowball105 = loadImage("bg_snowball105.png");
  bgsnowball106 = loadImage("bg_snowball106.png");
  bgsnowball107 = loadImage("bg_snowball107.png");
  bgsnowball108 = loadImage("bg_snowball108.png");
  bgsnowball108_s1 = loadImage("bg_snowball108_selected1.png");
  bgsnowball108_s2 = loadImage("bg_snowball108_selected2.png");
  bgsnowball108_s3 = loadImage("bg_snowball108_selected3.png");
  bgsnowball109 = loadImage("bg_snowball109.png");
  bgsnowball109_s1 = loadImage("bg_snowball109_selected1.png");
  bgsnowball109_s2 = loadImage("bg_snowball109_selected2.png");
  bgsnowball109_s3 = loadImage("bg_snowball109_selected3.png");
  bgsnowball110 = loadImage("bg_snowball110.png");
  bgsnowball110_s1 = loadImage("bg_snowball110_selected1.png");
  bgsnowball110_s2 = loadImage("bg_snowball110_selected2.png");
  bgsnowball110_s3 = loadImage("bg_snowball110_selected3.png");
  bgsnowball111 = loadImage("bg_snowball111.png");
  bgsnowball111_s1 = loadImage("bg_snowball111_selected1.png");
  bgsnowball111_s2 = loadImage("bg_snowball111_selected2.png");
}
```

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```
bgsnowball111_s3 = loadImage("bg_snowball111_selected3.png");
bgsnowball112 = loadImage("bg_snowball112.png");
bgsnowball113 = loadImage("bg_snowball113.png");
bgsnowball113_s1 = loadImage("bg_snowball113_selected1.png");
bgsnowball113_s2 = loadImage("bg_snowball113_selected2.png");
bgsnowball113_s3 = loadImage("bg_snowball113_selected3.png");
bgsnowball114 = loadImage("bg_snowball114.png");
bgsnowball115 = loadImage("bg_snowball115.png");
bgsnowball115_s1 = loadImage("bg_snowball115_selected1.png");
bgsnowball115_s2 = loadImage("bg_snowball115_selected2.png");
bgsnowball115_s3 = loadImage("bg_snowball115_selected3.png");
bgsnowball116 = loadImage("bg_snowball116.png");
bgsnowball117 = loadImage("bg_snowball117.png");
bgsnowball117_s1 = loadImage("bg_snowball117_selected1.png");
bgsnowball117_s2 = loadImage("bg_snowball117_selected2.png");
bgsnowball117_s3 = loadImage("bg_snowball117_selected3.png");
bgsnowball118 = loadImage("bg_snowball118.png");
bgsnowball118_s1 = loadImage("bg_snowball118_selected1.png");
bgsnowball118_s2 = loadImage("bg_snowball118_selected2.png");
bgsnowball118_s3 = loadImage("bg_snowball118_selected3.png");
bgsnowball119 = loadImage("bg_snowball119.png");
bgsnowball120 = loadImage("bg_snowball120.png");
bgsnowball120_s1 = loadImage("bg_snowball120_selected1.png");
bgsnowball120_s2 = loadImage("bg_snowball120_selected2.png");
bgsnowball120_s3 = loadImage("bg_snowball120_selected3.png");
bgsnowball121 = loadImage("bg_snowball121.png");
bgsnowball122 = loadImage("bg_snowball122.png");
bgsnowball122_s1 = loadImage("bg_snowball122_selected1.png");
bgsnowball122_s2 = loadImage("bg_snowball122_selected2.png");
bgsnowball122_s3 = loadImage("bg_snowball122_selected3.png");
bgsnowball122_s4 = loadImage("bg_snowball122_selected4.png");
bgsnowball122_s5 = loadImage("bg_snowball122_selected5.png");
bgsnowball123 = loadImage("bg_snowball123.png");
bgsnowball124 = loadImage("bg_snowball124.png");
bgsnowball125 = loadImage("bg_snowball125.png");
bgsnowball126 = loadImage("bg_snowball126.png");
bgsnowball126_s1 = loadImage("bg_snowball126_selected1.png");
bgsnowball126_s2 = loadImage("bg_snowball126_selected2.png");
bgsnowball126_s3 = loadImage("bg_snowball126_selected3.png");
bgsnowball126_s4 = loadImage("bg_snowball126_selected4.png");
bgsnowball126_s5 = loadImage("bg_snowball126_selected5.png");
bgsnowball126_s6 = loadImage("bg_snowball126_selected6.png");
bgsnowball126_s7 = loadImage("bg_snowball126_selected7.png");
bgsnowball127 = loadImage("bg_snowball127.png");
bgsnowball128 = loadImage("bg_snowball128.png");
bgsnowball129 = loadImage("bg_snowball129.png");
bgsnowball130 = loadImage("bg_snowball130.png");
bgsnowball131 = loadImage("bg_snowball131.png");

}
```

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```
////////////////////////////////////
// WAIT FUNCTION
////////////////////////////////////
// This function takes a value in milliseconds and makes the device
// wait the equivalent time. Variable 'mswait' brings this value,
// which is added to the current milliseconds to obtain 'currentTime'.
// The application waits until the milliseconds reach the value of
// 'currentTime'.
void wait(int mswait)
{
  int currentTime = millis() + mswait;
  while(millis() < currentTime){}
}

////////////////////////////////////
// DRAWSCREEN FUNCTION
////////////////////////////////////
// This function reads the current mode and stores it into the variable
// 'screenNr', which is used to display a certain screen according with
// the value.
void drawScreen(int screenNr, int x, int y)
{
  switch(screenNr)
  {
    case 0:
      image(bgsnowball00, x, y);
      break;
    case 1:
      image(bgsnowball01, x, y);
      break;
    case 2:
      image(bgsnowball02, x, y);
      mode = MODE_SNOWBALL02_1;
      break;
    case 3:
      wait(800);
      image(bgsnowball02_s1, x, y);
      break;
    case 4:
      image(bgsnowball02_s2, x, y);
      break;
    case 5:
      image(bgsnowball02_s3, x, y);
      break;
    case 6:
      image(bgsnowball03, x, y);
      break;
    case 7:
      wait(800);
      image(bgsnowball04, x, y);
      break;
    case 8:
      image(bgsnowball04_s1, x, y);
      break;
  }
}
```

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```
case 9:
  image(bgsnowball104_s2, x, y);
  break;
case 10:
  image(bgsnowball105, x, y);
  wait(800);
  mode = MODE_SNOWBALL06;
  break;
case 11:
  image(bgsnowball106, x, y);
  wait(800);
  mode = MODE_SNOWBALL07;
  break;
case 12:
  image(bgsnowball107, x, y);
  wait(800);
  mode = MODE_SNOWBALL08;
  break;
case 13:
  image(bgsnowball108, x, y);
  break;
case 14:
  image(bgsnowball108_s1, x, y);
  break;
case 15:
  image(bgsnowball108_s2, x, y);
  break;
case 16:
  image(bgsnowball108_s3, x, y);
  wait(800);
  mode = MODE_SNOWBALL09;
  break;
case 17:
  image(bgsnowball109, x, y);
  break;
case 18:
  image(bgsnowball109_s1, x, y);
  break;
case 19:
  image(bgsnowball109_s2, x, y);
  break;
case 20:
  image(bgsnowball109_s3, x, y);
  wait(800);
  mode = MODE_SNOWBALL10;
  break;
case 21:
  image(bgsnowball110, x, y);
  break;
case 22:
  image(bgsnowball110_s1, x, y);
  break;
case 23:
  image(bgsnowball110_s2, x, y);
  break;
case 24:
```

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```
    image(bgsnowball110_s3, x, y);
    wait(800);
    mode = MODE_SNOWBALL11;
    break;
case 25:
    image(bgsnowball111, x, y);
    break;
case 26:
    image(bgsnowball111_s1, x, y);
    break;
case 27:
    image(bgsnowball111_s2, x, y);
    break;
case 28:
    image(bgsnowball111_s3, x, y);
    wait(800);
    mode = MODE_SNOWBALL12;
    break;
case 29:
    image(bgsnowball112, x, y);
    wait(800);
    mode = MODE_SNOWBALL13;
    break;
case 30:
    image(bgsnowball113, x, y);
    break;
case 31:
    image(bgsnowball113_s1, x, y);
    break;
case 32:
    image(bgsnowball113_s2, x, y);
    break;
case 33:
    image(bgsnowball113_s3, x, y);
    wait(800);
    mode = MODE_SNOWBALL14;
    break;
case 34:
    image(bgsnowball114, x, y);
    wait(800);
    mode = MODE_SNOWBALL15;
    break;
case 35:
    image(bgsnowball115, x, y);
    break;
case 36:
    image(bgsnowball115_s1, x, y);
    break;
case 37:
    image(bgsnowball115_s2, x, y);
    break;
case 38:
    image(bgsnowball115_s3, x, y);
    wait(800);
    mode = MODE_SNOWBALL16;
    break;
```


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```
case 39:
  image(bgsnowball116, x, y);
  wait(800);
  mode = MODE_SNOWBALL17;
  break;
case 40:
  image(bgsnowball117, x, y);
  break;
case 41:
  image(bgsnowball117_s1, x, y);
  break;
case 42:
  image(bgsnowball117_s2, x, y);
  break;
case 43:
  image(bgsnowball117_s3, x, y);
  wait(800);
  mode = MODE_SNOWBALL18;
  break;
case 44:
  image(bgsnowball118, x, y);
  break;
case 45:
  image(bgsnowball118_s1, x, y);
  break;
case 46:
  image(bgsnowball118_s2, x, y);
  break;
case 47:
  image(bgsnowball118_s3, x, y);
  wait(800);
  mode = MODE_SNOWBALL19;
  break;
case 48:
  image(bgsnowball119, x, y);
  wait(800);
  mode = MODE_SNOWBALL20;
  break;
case 49:
  image(bgsnowball120, x, y);
  break;
case 50:
  image(bgsnowball120_s1, x, y);
  break;
case 51:
  image(bgsnowball120_s2, x, y);
  break;
case 52:
  image(bgsnowball120_s3, x, y);
  break;
case 53:
  image(bgsnowball121, x, y);
  break;
case 54:
  image(bgsnowball122, x, y);
  break;
```

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```
case 55:
  image(bgsnowball122_s1, x, y);
  break;
case 56:
  image(bgsnowball122_s2, x, y);
  break;
case 57:
  image(bgsnowball122_s3, x, y);
  break;
case 58:
  image(bgsnowball122_s4, x, y);
  break;
case 59:
  image(bgsnowball122_s5, x, y);
  break;
case 60:
  wait(800);
  image(bgsnowball123, x, y);
  mode = MODE_SNOWBALL24;
  break;
case 61:
  wait(800);
  image(bgsnowball124, x, y);
  break;
case 62:
  image(bgsnowball125, x, y);
  break;
case 63:
  image(bgsnowball126, x, y);
  break;
case 64:
  image(bgsnowball126_s1, x, y);
  break;
case 65:
  image(bgsnowball126_s2, x, y);
  break;
case 66:
  image(bgsnowball126_s3, x, y);
  break;
case 67:
  image(bgsnowball126_s4, x, y);
  break;
case 68:
  image(bgsnowball126_s5, x, y);
  break;
case 69:
  image(bgsnowball126_s6, x, y);
  break;
case 70:
  image(bgsnowball126_s7, x, y);
  break;
case 71:
  image(bgsnowball127, x, y);
  break;
```

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```
case 72:
  image(bgsnowball28, x, y);
  mode = MODE_SNOWBALL29;
  break;
case 73:
  wait(800);
  image(bgsnowball29, x, y);
  mode = MODE_SNOWBALL30;
  break;
case 74:
  wait(800);
  image(bgsnowball30, x, y);
  break;
case 75:
  image(bgsnowball31, x, y);
  mode = MODE_EXIT;
  break;
case 76:
  wait(800);
  exit();
  break;
}
}

////////////////////////////////////
// SETUP FUNCTION
////////////////////////////////////
void setup()
{
  myPhone = new Phone(this); // create new phone instance/controller
  myPhone.fullscreen(); // tell phone to go fullscreen
  loadImages(); // recall the function that loads all images
}

////////////////////////////////////
// DRAW FUNCTION
////////////////////////////////////
// This function happens repeatedly (according to framerate)
void draw()
{
  drawScreen(mode, 0, 0); // refreshes the screen recalling drawScreen function
}
}
```

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```
////////////////////////////////////
// KEYPRESSED FUNCTION
////////////////////////////////////
// This function happens whenever a key is pressed
// and makes the value of variable "mode" change
// according the button which is pressed
void keyPressed()
{

    // Conditions to exit or to restart the application
    if(keyCode == '9'){ // Hit 9 to directly exit the program
        exit();
    }
    if(keyCode == '7'){ // Hit 7 to directly come back to the start
        mode = MODE_SNOWBALL00;
    }

    // Changes 'mode' value according to the key that is pressed
    switch(mode)
    {
    case 0:
        // We are in the title screen
        if(keyCode == -7){
            mode = MODE_SNOWBALL01;
        }else if(keyCode == -6){
            mode = MODE_SNOWBALL31;
        }
        break;
    case 1:
        // We are in the snow-screen-saver screen
        if(keyCode == -6){
            mode = MODE_SNOWBALL31;
        }
        mode = MODE_SNOWBALL02;
        break;
    case 2:
        // Snowball attack #1 is recieved
        break;
    case 3:
        // The snowball attack #1 is selected and so, confirmed
        if(keyCode == UP){
            mode = MODE_SNOWBALL02_2;
        }else if(keyCode == FIRE){
            mode = MODE_SNOWBALL02;
        }
        break;
    case 4:
        // The snowball attack #1 is put into the upper-left corner if fire is pressed
        if (keyCode == FIRE){
            mode = MODE_SNOWBALL02_3;
        }else if(keyCode == DOWN){
            mode = MODE_SNOWBALL02_1;
        }
        break;
    }
```

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```
case 5:
// The snowball attack #1 icon stays into the upper-left corner
  if(keyCode == UP){
    mode = MODE_SNOWBALL03;
  }
  break;
case 6:
// The snowball attack #1 is selected for a reply
  if(keyCode == FIRE){
    mode = MODE_SNOWBALL04;
  }else if(keyCode == DOWN){
    mode = MODE_SNOWBALL02_3;
  }
  break;
case 7:
// Appears the emoticons archive
  if(keyCode == DOWN){
    mode = MODE_SNOWBALL04_1;
  }else if(keyCode == -6){
    mode = MODE_SNOWBALL03;
  }
  break;
case 8:
// Moving down into the archive
  if(keyCode == RIGHT){
    mode = MODE_SNOWBALL04_2;
  }else if(keyCode == UP){
    mode = MODE_SNOWBALL04;
  }else if(keyCode == -6){
    mode = MODE_SNOWBALL03;
  }
  break;
case 9:
// Moving to the right into the archive
  if(keyCode == FIRE){
    wait(800);
    mode = MODE_SNOWBALL05;
  }else if(keyCode == LEFT){
    mode = MODE_SNOWBALL04_2;
  }else if(keyCode == -6){
    mode = MODE_SNOWBALL03;
  }
  break;
case 10:
// Fire button is pressed to select the emoticon for the reply.
  break;
case 11:
// Snowball sending message.
  break;
case 12:
// Waiting menu.
  mode = MODE_SNOWBALL08;
  break;
case 13:
// Snowball #1 arrives.
  if(keyCode == FIRE){
```

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```
        mode = MODE_SNOWBALL08_1;
    }
    break;
case 14:
// Snowball #1 is selected.
    if(keyCode == UP){
        mode = MODE_SNOWBALL08_2;
    }else if(keyCode == FIRE){
        mode = MODE_SNOWBALL08;
    }
    break;
case 15:
// Snowball #1 is dragged.
    if(keyCode == FIRE){
        mode = MODE_SNOWBALL08_3;
    }else if(keyCode == DOWN){
        mode = MODE_SNOWBALL08_1;
    }
    break;
case 16:
// Snowball #1 is placed and confirmed.
    break;
case 17:
// Snowball #2 is recieved and selected.
    if(keyCode == FIRE){
        mode = MODE_SNOWBALL09_1;
    }
    break;
case 18:
// Snowball #2 is dragged.
    if(keyCode == UP){
        mode = MODE_SNOWBALL09_2;
    }else if(keyCode == DOWN){
        mode = MODE_SNOWBALL09;
    }
    break;
case 19:
// Snowball #2 is confirmed.
    if(keyCode == FIRE){
        mode = MODE_SNOWBALL09_3;
    }
    break;
case 20:
// Snowball #3 arrives.
    break;
case 21:
// Snowball #3 is arrived.
    if(keyCode == FIRE){
        mode = MODE_SNOWBALL10_1;
    }
    break;
case 22:
// Snowball #3 is selected.
    if(keyCode == UP){
        mode = MODE_SNOWBALL10_2;
    }else if(keyCode == FIRE){
```

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```
        mode = MODE_SNOWBALL10;
    }
    break;
case 23:
// Snowball #3 is dragged up.
    if(keyCode == FIRE){
        mode = MODE_SNOWBALL10_3;
    }else if(keyCode == DOWN){
        mode = MODE_SNOWBALL10_1;
    }
    break;
case 24:
// Snowball #3 recievement is confirmed.
    break;
case 25:
// Snowball #4 is arrived.
    if(keyCode == FIRE){
        mode = MODE_SNOWBALL11_1;
    }
    break;
case 26:
// Snowball #4 is selected.
    if(keyCode == UP){
        mode = MODE_SNOWBALL11_2;
    }else if(keyCode == FIRE){
        mode = MODE_SNOWBALL11;
    }
    break;
case 27:
// Snowball #4 is dragged up.
    if(keyCode == FIRE){
        mode = MODE_SNOWBALL11_3;
    }else if(keyCode == DOWN){
        mode = MODE_SNOWBALL11_1;
    }
    break;
case 28:
// Snowball #4 recievement is confirmed.
    break;
case 29:
// Appeared again the waiting menu.
    break;
case 30:
// Snowball attack #2 is arrived.
    if(keyCode == FIRE){
        mode = MODE_SNOWBALL13_1;
    }
    break;
case 31:
// Snowball attack #2 is selected.
    if(keyCode == RIGHT){
        mode = MODE_SNOWBALL13_2;
    }else if(keyCode == FIRE){
        mode = MODE_SNOWBALL13;
    }
    break;
```

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```
case 32:
// Snowball attack #2 has been dragged on the
// upper-right corner.
  if(keyCode == FIRE){
    mode = MODE_SNOWBALL13_3;
  }else if(keyCode == LEFT){
    mode = MODE_SNOWBALL11_1;
  }
  break;
case 33:
// Snowball now is placed in the upper-right corner,
// by pressing fire, so has been accepted.
  break;
case 34:
// waiting screen appears after 1 second.
  break;
case 35:
// After a wait of 3 seconds a new snowball attack arrive
  if(keyCode == FIRE){
    mode = MODE_SNOWBALL15_1;
  }
  break;
case 36:
// Snowball attack #3 has been selected
  if(keyCode == DOWN){
    mode = MODE_SNOWBALL15_2;
  }else if(keyCode == FIRE){
    mode = MODE_SNOWBALL15;
  }
  break;
case 37:
// Snowball attack #3 has been dragged on the lower-right corner
  if(keyCode == FIRE){
    mode = MODE_SNOWBALL15_3;
  }else if(keyCode == UP){
    mode = MODE_SNOWBALL15_1;
  }
  break;
case 38:
// Snowball attack #3 has been confirmed on the lower-right corner, by press-
ing fire, so has been accepted
  break;
case 39:
// After 1 second appears the waiting screen again
  break;
case 40:
// After 3 seconds snowball attack #4 arrives
  if(keyCode == FIRE){
    mode = MODE_SNOWBALL17_1;
  }
  break;
case 41:
// Snowball attack #4 has been accepted
  if(keyCode == LEFT){
    mode = MODE_SNOWBALL17_2;
  }else if(keyCode == FIRE){
```


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```
    mode = MODE_SNOWBALL17;
  }
  break;
case 42:
// Snowball attack #4 has been dragged on the lower-left corner
  if(keyCode == FIRE){
    mode = MODE_SNOWBALL17_3;
  }else if(keyCode == RIGHT){
    mode = MODE_SNOWBALL17_1;
  }
  break;
case 43:
// Snowball attack #4 has been placed on the lower-left
// corner by pressing fire and so it's confirmed.
  break;
case 44:
// Snowball #1 from user #2 has been arrived.
  if(keyCode == FIRE){
    mode = MODE_SNOWBALL18_1;
  }
  break;
case 45:
// Snowball #1 from user #2 has been selected.
  if(keyCode == RIGHT){
    mode = MODE_SNOWBALL18_2;
  }else if(keyCode == FIRE){
    mode = MODE_SNOWBALL18;
  }
  break;
case 46:
// Snowball #1 from user #2 has been dragged on the upper-right corner.
  if(keyCode == FIRE){
    mode = MODE_SNOWBALL18_3;
  }else if(keyCode == LEFT){
    mode = MODE_SNOWBALL18_1;
  }
  break;
case 47:
// Snowball #1 from user #2 has been placed on the
// upper-right corner, by clicking fire, so has been accepted.
  break;
case 48:
// After a second the //waiting screen appears.
  break;
case 49:
// After 3 seconds arrives snowball #1 from user #4.
  if(keyCode == FIRE){
    mode = MODE_SNOWBALL20_1;
  }
  break;
case 50:
// Snowball #1 from user #4 has been selected.
  if(keyCode == LEFT){
    mode = MODE_SNOWBALL20_2;
  }else if(keyCode == FIRE){
    mode = MODE_SNOWBALL20;
  }
```

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```
    }
    break;
case 51:
// Snowball #1 from user #4 has been dragged
// on the lower-left corner.
    if(keyCode == FIRE){
        mode = MODE_SNOWBALL20_3;
    }else if(keyCode == RIGHT){
        mode = MODE_SNOWBALL20_1;
    }
    break;
case 52:
// Snowball #1 from user #4 has been placed on the
// lower-left corner, by clicking fire, so has been accepted.
    if(keyCode == RIGHT){
        mode = MODE_SNOWBALL21;
    }
    break;
case 53:
// The upper-right user has been focused probably
// because I want to reply him.
    if(keyCode == FIRE){
        mode = MODE_SNOWBALL22;
    }else if(keyCode == LEFT){
        mode = MODE_SNOWBALL20_3;
    }
    break;
case 54:
// I clicked FIRE while user #2 was focused so I
// enter into the emoticons archive.
    if(keyCode == DOWN){
        mode = MODE_SNOWBALL22_1;
    }else if(keyCode == -6){
        mode = MODE_SNOWBALL21;
    }
    break;
case 55:
// Moving down into the menu.
    if(keyCode == RIGHT){
        mode = MODE_SNOWBALL22_2;
    }else if(keyCode == UP){
        mode = MODE_SNOWBALL22;
    }else if(keyCode == -6){
        mode = MODE_SNOWBALL21;
    }
    break;
case 56:
// Moving right into the menu.
    if(keyCode == RIGHT){
        mode = MODE_SNOWBALL22_3;
    }else if(keyCode == LEFT){
        mode = MODE_SNOWBALL22_1;
    }else if(keyCode == -6){
        mode = MODE_SNOWBALL21;
    }
    break;
```

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```
case 57:
// Moving right into the menu.
  if(keyCode == RIGHT){
    mode = MODE_SNOWBALL22_4;
  }else if(keyCode == LEFT){
    mode = MODE_SNOWBALL22_2;
  }else if(keyCode == -6){
    mode = MODE_SNOWBALL21;
  }
  break;
case 58:
// Moving right into the menu.
  if(keyCode == RIGHT){
    mode = MODE_SNOWBALL22_5;
  }else if(keyCode == LEFT){
    mode = MODE_SNOWBALL22_3;
  }else if(keyCode == -6){
    mode = MODE_SNOWBALL21;
  }
  break;
case 59:
// Moving right into the menu.
  if(keyCode == FIRE){
    wait(800);
    mode = MODE_SNOWBALL23;
  }else if(keyCode == LEFT){
    mode = MODE_SNOWBALL22_4;
  }else if(keyCode == -6){
    mode = MODE_SNOWBALL21;
  }
  break;
case 60:
// Moving right into the menu.
  break;
case 61:
// After 2 seconds the 'snowball sent' message appear.
  if(keyCode == DOWN){
    mode = MODE_SNOWBALL25;
  }
  break;
case 62:
// After 1 second I pressed down so I've been directly
// redirected to the snowball attacks screen.
  if(keyCode == FIRE){
    mode = MODE_SNOWBALL26;
  }
  break;
case 63:
// I pressed fire on the icon of user #3.
  if(keyCode == DOWN){
    mode = MODE_SNOWBALL26_1;
  }else if(keyCode == -6){
    mode = MODE_SNOWBALL25;
  }
  break;
case 64:
```

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```
// Moving down in the archive.
  if(keyCode == DOWN){
    mode = MODE_SNOWBALL26_2;
  }else if(keyCode == UP){
    mode = MODE_SNOWBALL26;
  }else if(keyCode == -6){
    mode = MODE_SNOWBALL25;
  }
  break;
case 65:
// Moving down into the archive.
  if(keyCode == DOWN){
    mode = MODE_SNOWBALL26_3;
  }else if(keyCode == UP){
    mode = MODE_SNOWBALL26_1;
  }else if(keyCode == -6){
    mode = MODE_SNOWBALL25;
  }
  break;
case 66:
// Moving down into the archive.
  if(keyCode == RIGHT){
    mode = MODE_SNOWBALL26_4;
  }else if(keyCode == UP){
    mode = MODE_SNOWBALL26_2;
  }else if(keyCode == -6){
    mode = MODE_SNOWBALL25;
  }
  break;
case 67:
// Moving right into the archive.
  if(keyCode == RIGHT){
    mode = MODE_SNOWBALL26_5;
  }else if(keyCode == LEFT){
    mode = MODE_SNOWBALL26_3;
  }else if(keyCode == -6){
    mode = MODE_SNOWBALL25;
  }
  break;
case 68:
// Moving right into the archive.
  if(keyCode == RIGHT){
    mode = MODE_SNOWBALL26_6;
  }else if(keyCode == LEFT){
    mode = MODE_SNOWBALL26_4;
  }else if(keyCode == -6){
    mode = MODE_SNOWBALL25;
  }
  break;
case 69:
// Moving right into the archive.
  if(keyCode == RIGHT){
    mode = MODE_SNOWBALL26_7;
  }else if(keyCode == LEFT){
    mode = MODE_SNOWBALL26_5;
  }else if(keyCode == -6){
```

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```
        mode = MODE_SNOWBALL25;
    }
    break;
case 70:
// Moving right into the archive.
    if(keyCode == FIRE){
        mode = MODE_SNOWBALL27;
    }else if(keyCode == LEFT){
        mode = MODE_SNOWBALL26_6;
    }else if(keyCode == -6){
        mode = MODE_SNOWBALL25;
    }
    break;
case 71:
// Pressing fire on the selected emoticon, in this case
// it is special because it's the icon for sending a message.
    if(keyCode == -7){
        mode = MODE_SNOWBALL28;
    }else if(keyCode == -6){
        mode = MODE_SNOWBALL26_7;
    }
    break;
case 72:
// 'Sending message' screen appears after 5 seconds.
    break;
case 73:
// 'Message sent' appears after 2 seconds.
    break;
case 74:
// Returned to the waiting screen.
    if(keyCode == -6){
        mode = MODE_SNOWBALL31;
    }
    break;
case 75:
// Switched off the service.
    break;
}
}
```