

CHAPTER I

Introduction

1.1 Background

Basic of Animation is an object movement from an ordinate to next ordinate. 2D animation built on width and height ordinate. Some objects are able act in the same time using thread. In this case there are three or more objects in anime which each have its movement.

1.2 Scope

This anime uses .txt file to decide how many object that will create. User can make their first ordinate for each object from the .txt file.

There are the story of anime :

- The butterfly and the bee are flying to find honey from a flower. Flowers that contain honey only two, and each insect can suck 1ml honey /second. So if there are two or more insect on one flower, they suck one by one 1ml for each time, until flower have no honey.
- Anime will be over when both of flowers have no honey anymore.

1.2 Objectives

This project created with Java Language Programming. Algorithm that used is Random Algorithm. This algorithm is semi random, its control by using array. Array contain range of number that will be used for move an

object, in way the random choose one of the number from that array. So, objects will not move too far and look like jump / disappear. Random of an object will be done when it object meet flower ordinate.

Purpose of this project is makes many objects act together in the same time.

