

- Object oriented elements
 - Classes
 - AJMFPNWORM.java
 - MainMenuDocumentController.java
 - FXMLDocumentController.java
 - Switchable.java
 - Subclasses
 - AJMFPNWORM.java extend Switchable.java
 - MainMenuDocumentController.java extend Switchable.java
 - FXMLDocumentController.java extend Switchable.java
 - Abstract Class
 - Switchable.java
 - Interface
 - sceneInterface.java
- Code Elements
 - Collection Classes
 - ArrayList used in TheWorm.java for the the worm and its coordinates
 - Exception Handling
 - Exceptions used in all places files are being handled ex: TheWorm.java Line 45.
- Model
 - TheWorm.java is the model for both document controllers.
- Multiple Scenes
 - Two scenes, MainMenu.fxml and AJMFPNWorm.fxml
- About
 - About is under the Main Menu when you click the “About” button or on lines 183-192 of MainMenuDocumentController.java
- Save and load data
 - The high score is saved and loaded ex: FXMLDocumentController Line 141
 - The user selected image file path is saved in the main menu and loaded in TheWorm.java
- UI Development
 - The JavaFX scene nodes of both scenes were put together in Scene Builder.
 - The Worm itself is manipulated dynamically, so it is created in the java code.