



COLOR SWITCH

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GITHUB LINK :-

https://github.com/anirudh350/APproject_2019234_2019350

Implementation and Features of Game



- ❖ Navigation and linking between different menus has been done using FXML.
- ❖ MAIN MENU : - Resume game (List of saved games is viewed) , New Game (game play starts) , Exit Game (exit the game).
- ❖ When ball hits color switcher - color of the ball is changed.
- ❖ When ball hits obstacle , GAME OVER screen appears which has the following options :-
CONTINUE GAME USING STARS , RESTART GAME , EXIT TO MAIN MENU.
- ❖ RESUME GAME button from main menu will lead to a list of saved games , and there will also be a exit to main menu option.
- ❖ Score increases when the ball hits a star and score is viewed of the game play screen.
- ❖ Types of obstacles :- circular , square , parallel lines , cross.
- ❖ In - game Options :-
 - Bounce ball using ENTER key
 - Pause Game using P key or clicking the PAUSE MENU button present on the screen
 - Continue paused game using C key
 - Restart paused game using R key or using pause game menu.



DESIGN PATTERNS AND COMPONENTS USED :-



1. Iterator is used to iterate over the array of obstacles.
2. For animations :- rotate transition , translate transition timeline etc are used.
3. For creating the game loop, AnimationTimeliner is used.

BONUS COMPONENT ADDED :-



1. Background Music
2. 4 different obstacles are implemented
3. While playing the game there are key shortcuts to pause , continue and restart the game (P for pause , C for continue , R for restart) along with a pause menu for which there is a button on the game play screen.
4. The fluidity is very similar to the original game

Contributions

ANISHA :-

- 1.) UML DIAGRAMS (FAIR)
- 2.) DESIGNING AND STATIC GUI (50%)
- 3.) CREATING OBSTACLES
- 4.) GAMEPLAY CODE - ANIMATIONS ,
MUSIC , COLLISIONS , LINKING
PAGES, EVENT HANDLING FXML
etc.
- 5.) RESEARCH AND PRESENTATION -
FORMATTING



ANIRUDH :-

- 1.) UML DIAGRAMS (ROUGH AND
DISCUSSION)
- 2.) DESIGNING AND STATIC GUI (50%)
- 3.) BOUNCING BALL EFFECT
- 4.) RESEARCH AND PRESENTATION
CONTENT

