## **PaneManager Valuable** - name : String + createGrids(pane: GridPane, numberOfRows: int, numberOfColumns: int, gridWidth: double, gridHeight: double): void - weight : int + initializeGrids(pane: GridPane, drill: Drill, numberOfRows: int, numberOfColumns: int): void - worth : int - displayFuelGameOver(pane: GridPane, drill: Drill) : void - underGroundCheck(imageTypeList: String[][]) : boolean + Valuable(name: String, weight: int, worth: int): void - edgeCheck(imageTypeList: String[][], rowIndex: int, columnIndex: int) : int + getName() : String - addLabelToPane(pane: GridPane, name: String, columnIndex: int, rowIndex: int) : void + getWeight(): int + countValuableVariety(pane: GridPane, drill: Drill) : int + getWorth(): int + resizeImageView(imageView: ImageView) : void - randomImage(randomImages: Image[]) : Image + randomImage(randomImages: HashMap<String, Image>) : ArrayList Drill : HashMap<String, Image>) - drillImages - drillImageView : ImageView - pane : GridPane <<throws>> - valuables : Valuable[] java.lang.Exception - totalRevenue : int - totalWeight : int - totalFuel : float - continuousFuelConsumption: float - drillFuelConsumption : float - weight : Text - revenue : Text : Text - fuel - lavaContact : boolean LavaContactError + Drill(pane: GridPane, fuel: float, continuousFuelConsumption: float, drillFuelConsumption: float): void + moveDrill(keyEvent: KeyEvent, weight: Text, revenue: Text) : void + getDrillImageView() : drillImageView + setDrillImageView(drillImageView: ImageView) : void +LavaContactError(String) + getLabel(pane: GridPane, rowIndex: int, columnIndex: int) : String + deleteGrid(pane: GridPane, row: int, column: int): void + IsThereFuelLeft() : boolean + getTotalRevenue() : int + getTotalWeight() : int + getTotalFuel() : float + setTotalFuel(fuel: float) : void + getContinuousFuelConsumption() : float + runGravitation() : void + displayMachineAttributes(pane: GridPane) : void + runDrillEngine(paneManager: PaneManager, drill: Drill, scene: Scene, pane: GridPane): void javafx.application.Application - collectValuable(valuableName: String): void **Assets** + getPNGFiles(folderPath: String) : HashMap<String, Image> + getValuables() : Valuable[] Main + getTopImages(gameImages: HashMap<String, Image>) : Image[] + getObstacleImages(gameImages: HashMap<String, Image>): Image[] + getLavalmages(gamelmages: HashMap<String, Image>) : Image[] + getSoilImages(gameImages: HashMap<String, Image>) : Image[] + getValuableImages(gameImages: HashMap<String, Image>) : Image[] + getSoundMedia(gameImages: String) + main(String[]): void : MediaPlayer + getAndCropImage(gameImages: Image, cropX: int, cropY: int, cropWidth: int, cropHeight: int): WritableImage + start(Stage) : void