

## BBM104 - Project Assignment 3 Checklist

Task	Status
Used JavaFx	✓
Visually there is sky and earth	✓
Drill machine has fuel, storage, and money bank	✓
Machine attributes can be seen in screen	✓
Fuel decreases with movement and with time	✓
Money and haul increase with every collected valuable	✓
Drill machine changes appearances depending on where it is facing	✓
Machine is controlled with arrow keys	✓
Machine cannot drill upwards	✓
There is at least 3 types of valuable mineral and gems	✓
Valuable mineral and gems each have different weights and values	✓
Top of the earth has grass	✓
There are boulders in the borders (except at the top)	✓
Boulders cannot be drilled into	✓
There are lava blocks	✓
Lava destroys the drill and causes game over (red)	✓
Running out of fuel causes game over with collected money (green)	✓
There is gravity	✓
There is more soil than other elements	✓
Machine can be also controlled with "WASD" keys	✓
All lava, obstacle, soil, top, valuable images are chosen randomly among all options for every run of program	✓
All lava, obstacle, soil, valuable images are created with random numbers and randomly distributed in the underground pool.	✓
Sound plays when reached lava (First burning then exploding)	✓
Drill image changes in accordance with the sounds (Burning -> exploding)	✓
Game ends when all valuable blocks are collected(green)	✓

<b>Demo Video Link</b>	<a href="#">Arda Agacdelen Mining Game Video Link</a>
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## UML Class Diagram

