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1  <?xml version="1.0" encoding="UTF-8"?>
2
3  <?import javafx.scene.control.Button?>
4  <?import javafx.scene.control.CheckBox?>
5  <?import javafx.scene.control.Label?>
6  <?import javafx.scene.control.ListView?>
7  <?import javafx.scene.layout.AnchorPane?>
8  <?import javafx.scene.layout.GridPane?>
9  <?import javafx.scene.shape.Rectangle?>
10 <?import javafx.scene.text.Font?>
11
12 <AnchorPane maxHeight="-Infinity" maxWidth="-Infinity"
    minHeight="-Infinity" minWidth="-Infinity"
    prefHeight="900.0" prefWidth="1200" xmlns="http://
    javafx.com/javafx/18" xmlns:fx="http://javafx.com/
    fxml/1" fx:controller="com.example.template.
    HelloController">
13     <children>
14         <AnchorPane fx:id="editTerritoryBOX" disable="
            true" layoutX="25.0" layoutY="75.0" prefHeight="700.0
            " prefWidth="400.0" visible="false">
15             <children>
16                 <Rectangle fx:id="editTerritoryRectangle"
                    arcHeight="5.0" arcWidth="5.0" fill="#b3fcff" height
                    ="700.0" stroke="BLACK" strokeType="INSIDE" width="
                    400.0" />
17                 <Button fx:id="editTerritoryConfirmButton"
                    " layoutX="9.0" layoutY="576.0" mnemonicParsing="
                    false" onAction="#upgradeTerritory" prefHeight="56.0"
                    prefWidth="383.0" style="-fx-background-color:
                    SKYBLUE; -fx-background-radius: 15px; -fx-border-
                    color: NAVY; -fx-border-radius: 15px; -fx-border-
                    width: 3px;" text="UPGRADE TERRITORY" textFill="NAVY"
                    >
18                     <font>
19                         <Font name="Constantia Bold" size="
                            26.0" />
20                     </font>
21                 </Button>
22                 <Button fx:id="editTerritoryCancelButton"
                    layoutX="9.0" layoutY="636.0" mnemonicParsing="false

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22 " onAction="#cancelUpgrade" prefHeight="56.0"
    prefWidth="383.0" style="-fx-background-color:
    MEDIUMBLUE; -fx-background-radius: 15px;" text="
    CANCEL" textFill="#b3fcff">
23         <font>
24             <Font name="Constantia Bold" size="
25                 26.0" />
26         </font>
27     </Button>
28     <Label fx:id="editTerritoryHeaderLabel"
29         layoutX="11.0" layoutY="3.0" text="Choose a territory
30         type to configure into &#10;or upgrade the existing
31         territory" textAlignment="CENTER" textFill="NAVY">
32         <font>
33             <Font name="Constantia Bold Italic"
34                 size="20.0" />
35         </font>
36     </Label>
37     <Label layoutX="14.0" layoutY="62.0"
38         prefHeight="31.0" prefWidth="195.0" text="Configure
39         Territory-" textFill="NAVY">
40         <font>
41             <Font name="System Bold" size="18.0
42                 " />
43         </font>
44     </Label>
45     <Label layoutX="14.0" layoutY="238.0"
46         prefHeight="31.0" prefWidth="195.0" text="Upgrade
47         Territory-" textFill="NAVY">
48         <font>
49             <Font name="System Bold" size="18.0
50                 " />
51         </font>
52     </Label>
53     <Label fx:id="editTerritoryActionLabel"
54         layoutX="11.0" layoutY="541.0" prefHeight="31.0"
55         prefWidth="383.0" text="Action: Nothing Selected"
56         textFill="NAVY">
57         <font>
58             <Font name="System Bold" size="21.0
59                 " />

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45         </font>
46     </Label>
47     <ListView fx:id="
editTerritoryConfigureListView" layoutX="15.0"
layoutY="90.0" prefHeight="150.0" prefWidth="375.0"
style="-fx-background-color: SKYBLUE; -fx-border-
color: Navy; -fx-border-width: 5px; -fx-border-radius
: 10px; -fx-background-radius: 10px; -fx-control-
inner-background: SKYBLUE;" />
48     <ListView fx:id="
editTerritoryUpgradeListView" layoutX="13.0" layoutY
="267.0" prefHeight="150.0" prefWidth="375.0" style
="-fx-background-color: SKYBLUE; -fx-border-color:
Navy; -fx-border-width: 5px; -fx-border-radius: 10px
; -fx-background-radius: 10px; -fx-control-inner-
background: SKYBLUE;" />
49     <Label layoutX="14.0" layoutY="417.0"
prefHeight="31.0" prefWidth="195.0" text="Territory
Perks-" textFill="NAVY">
50         <font>
51             <Font name="System Bold" size="16.0
" />
52         </font>
53     </Label>
54     <Label layoutX="261.0" layoutY="417.0"
prefHeight="31.0" prefWidth="132.0" text="Symbol
Preview-" textFill="NAVY">
55         <font>
56             <Font name="System Bold" size="16.0
" />
57         </font>
58     </Label>
59     <ListView fx:id="
editTerritoryPerksListView" layoutX="13.0" layoutY="
443.0" prefHeight="97.0" prefWidth="248.0" style="-fx
-background-color: SKYBLUE; -fx-border-color: Navy; -
fx-border-width: 3px; -fx-border-radius: 8px; -fx-
background-radius: 8px; -fx-control-inner-background
: SKYBLUE;" />
60     <Button fx:id="editTerritorySymbolButton"
layoutX="277.0" layoutY="442.0" mnemonicParsing="

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60 false" onAction="#cancelUpgrade" prefHeight="100.0"
    prefWidth="100.0" style="-fx-background-color:
    Transparent; -fx-background-radius: 0px; -fx-border-
    radius: 0px;" textFill="#b3fcff">
61         <font>
62             <Font name="Constantia Bold" size
        ="26.0" />
63         </font>
64     </Button>
65 </children>
66 </AnchorPane>
67 <AnchorPane fx:id="operationBOX" disable="true
    " layoutX="25.0" layoutY="75.0" prefHeight="700.0"
    prefWidth="400.0" visible="false">
68     <children>
69         <Rectangle fx:id="menuRectangle"
        arcHeight="5.0" arcWidth="5.0" fill="#96ffcf" height
        ="700.0" stroke="BLACK" strokeType="INSIDE" width="
        400.0" />
70         <Button fx:id="operationBoxAcceptButton"
        layoutX="9.0" layoutY="576.0" mnemonicParsing="
        false" onAction="#attemptInvasion" prefHeight="56.0"
        prefWidth="383.0" style="-fx-background-color: Navy
        Blue; -fx-background-radius: 15px;" text="ATTEMPT
        INVASION" textFill="WHITE">
71             <font>
72                 <Font name="Constantia Bold" size
                ="26.0" />
73             </font>
74         </Button>
75         <Button fx:id="operationBoxCancelButton"
        layoutX="9.0" layoutY="636.0" mnemonicParsing="
        false" onAction="#cancelInvasion" prefHeight="56.0"
        prefWidth="383.0" style="-fx-background-color: Red
        ; -fx-background-radius: 15px;" text="CANCEL"
        textFill="WHITE">
76             <font>
77                 <Font name="Constantia Bold" size
                ="26.0" />
78             </font>
79         </Button>

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80         <Label fx:id="operationBoxHeaderLabel"
      layoutX="24.0" layoutY="1.0" text="Activate the
      territories to use &#10;in your attack"
      textAlignment="CENTER">
81             <font>
82                 <Font name="Constantia Bold Italic
      " size="25.0" />
83             </font>
84         </Label>
85         <Label fx:id="operationBoxLabel1"
      layoutX="14.0" layoutY="475.0" prefHeight="31.0"
      prefWidth="195.0" text="Your Soldiers: 0" textFill
      ="#001d90">
86             <font>
87                 <Font name="System Bold" size="18.
      0" />
88             </font>
89         </Label>
90         <GridPane fx:id="AttackGridPane" layoutX
      ="25.0" layoutY="72.0" prefHeight="350.0" prefWidth
      ="350.0">
91 <!--             <columnConstraints>-->
92 <!--                 <ColumnConstraints hgrow="
      SOMETIMES" minWidth="10.0" prefWidth="100.0" />-->
93 <!--                 <ColumnConstraints hgrow="
      SOMETIMES" minWidth="10.0" prefWidth="100.0" />-->
94 <!--                 <ColumnConstraints hgrow="
      SOMETIMES" minWidth="10.0" prefWidth="100.0" />-->
95 <!--             </columnConstraints>-->
96 <!--             <rowConstraints>-->
97 <!--                 <RowConstraints minHeight="10.0
      " prefHeight="30.0" vgrow="SOMETIMES" />-->
98 <!--                 <RowConstraints minHeight="10.0
      " prefHeight="30.0" vgrow="SOMETIMES" />-->
99 <!--                 <RowConstraints minHeight="10.0
      " prefHeight="30.0" vgrow="SOMETIMES" />-->
100 <!--             </rowConstraints>-->
101         </GridPane>
102         <Label fx:id="operationBoxLabel2"
      layoutX="201.0" layoutY="475.0" prefHeight="31.0"
      prefWidth="195.0" text="Enemy Soldiers: 0" textFill

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102 ="#001d90">
103             <font>
104             <Font name="System Bold" size="18.
0" />
105             </font>
106         </Label>
107         <Label fx:id="operationBoxLabel3"
layoutX="17.0" layoutY="527.0" prefHeight="31.0"
prefWidth="369.0" text="Win Percentage: 0%" textFill
="#001d90">
108             <font>
109             <Font name="System Bold" size="21.
0" />
110             </font>
111         </Label>
112     </children>
113 </AnchorPane>
114 <GridPane fx:id="secondaryGridPane" layoutY="
50.0" prefHeight="750.0" prefWidth="1200.0" />
115 <Rectangle fx:id="blurRectangle" arcHeight="5.
0" arcWidth="5.0" disable="true" height="750.0"
layoutY="50.0" opacity="0.4" stroke="BLACK"
strokeType="INSIDE" visible="false" width="1200.0"
/>
116 <Label fx:id="MainDisplayLabel" alignment="
CENTER" contentDisplay="CENTER" layoutX="201.0"
layoutY="13.0" prefHeight="31.0" prefWidth="835.0"
textAlignment="CENTER" textFill="#001d90">
117     <font>
118     <Font name="System Bold" size="21.0" />
119     </font>
120 </Label>
121 <Button fx:id="startButton" layoutX="563.0"
layoutY="14.0" mnemonicParsing="false" onAction="#
start" text="Button" />
122 <GridPane fx:id="mainGridPane" layoutY="50.0"
prefHeight="750.0" prefWidth="1200.0">
123 <!-- <columnConstraints>-->
124 <!-- <ColumnConstraints hgrow="SOMETIMES"
minWidth="10.0" prefWidth="100.0" />-->
125 <!-- <ColumnConstraints hgrow="SOMETIMES"

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125 minWidth="10.0" prefWidth="100.0" />-->
126 <!--          </columnConstraints>-->
127 <!--          <rowConstraints>-->
128 <!--          <RowConstraints minHeight="10.0"
    prefHeight="30.0" vgrow="SOMETIMES" />-->
129 <!--          <RowConstraints minHeight="10.0"
    prefHeight="30.0" vgrow="SOMETIMES" />-->
130 <!--          <RowConstraints minHeight="10.0"
    prefHeight="30.0" vgrow="SOMETIMES" />-->
131 <!--          </rowConstraints>-->
132      </GridPane>
133      <Label fx:id="attacksLeftLabel" layoutX="1042.
    0" layoutY="16.0" prefHeight="31.0" prefWidth="159.0
    " textFill="#001d90">
134          <font>
135              <Font name="System Bold" size="21.0" />
136          </font>
137      </Label>
138      <Button fx:id="turnDisplayButton" disable="
    true" layoutX="152.0" layoutY="4.0" mnemonicParsing
    ="false" prefHeight="43.0" prefWidth="43.0" visible
    ="false" />
139      <Label fx:id="currentTurnLabel" layoutX="14.0"
    layoutY="10.0" prefHeight="31.0" prefWidth="159.0"
    textFill="#001d90">
140          <font>
141              <Font name="System Bold" size="21.0" />
142          </font>
143      </Label>
144      <Button layoutX="1065.0" layoutY="831.0"
    mnemonicParsing="false" onAction="#
    onClickEndEditingMode" text="End Editing Mode" />
145      <Label fx:id="creditsLabel" layoutX="25.0"
    layoutY="828.0" prefHeight="31.0" prefWidth="159.0"
    textFill="#001d90">
146          <font>
147              <Font name="System Bold" size="21.0" />
148          </font>
149      </Label>
150      <CheckBox fx:id="possibleOptionsCheckBox"
    layoutX="1050.0" layoutY="859.0" mnemonicParsing="

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150 false" onAction="#onClickShowAttackOptions" text="
    Show Attack Options" />
151     </children>
152 </AnchorPane>
153
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