

Lab 9 - Roshambo Rampage

1. Create a new package called `edu.blackburn.cs.cs212sp16.roshambo.lastname`
2. Make a Runner in this package
3. Create a `main()` method in Runner
4. When you start on your homework, copy your files your homework repo into a new package:
`Edu.blackburn.cs.cs212sp16.roshambo.lastname`
5. Copy the images directory from `Documents\Lab 09` to a subpackage
`edu.blackburn.cs.cs212sp16.roshambo.lastname.images`

Due Thursday, April 7 before lab

Roshambo Rampage

So there's this website (<http://brunching.com/psr.html>) where you can start an email game of Roshambo (rock-paper-scissors). It sends a link to whoever you want to play against, and they click the link, pick their weapon, and you both get an email response with who won. But it doesn't work anymore. That's entirely irrelevant to this project, except that's where I got the assignment name. I'm really, really tired today.

You're going to make a Roshambo game that will allow you to play against the computer and keep track of who wins more (and other interesting stats).

You're going to want a couple of links handy:

- <https://docs.oracle.com/javafx/2/api/> (API for JavaFX)
- <http://docs.oracle.com/javase/8/javase-clienttechnologies.htm> (tutorials, SceneBuilder info, etc.)
- <http://www.oracle.com/technetwork/java/javase/documentation/jdk8-doc-downloads-2133158.html> (download a copy of the API so you don't have to wait for it)

Start the Game

1. Create a new Empty FXML file in your package called Roshambo, along with a controller (which will automatically be named `RoshamboController.java`)
2. Double-click `Roshambo.fxml` to open the
3. Open Controls on the left side and drag a Button onto the screen
4. Drag a TextField next to the Button for output
5. Save
6. Open `RoshamboController.java`
7. Create a TextField variable (don't forget the `@FXML` tag) for the output field
8. Create a handler (don't forget the `@FXML` tag) for the button being pressed
9. Create a variable to hold the counter
10. Connect the code in `RoshamboController` to the TextField and Button in the Scene Builder

11. Create a JavaFX Main Class

12. Replace the code in the start() method with:

```
Parent root = FXMLLoader.load(getClass().getResource("Roshambo.fxml"));
Scene scene = new Scene(root);
primaryStage.setScene(scene);
primaryStage.show();
```

13. You'll need to do some imports, etc.

14. Try it out!

15. Fix things

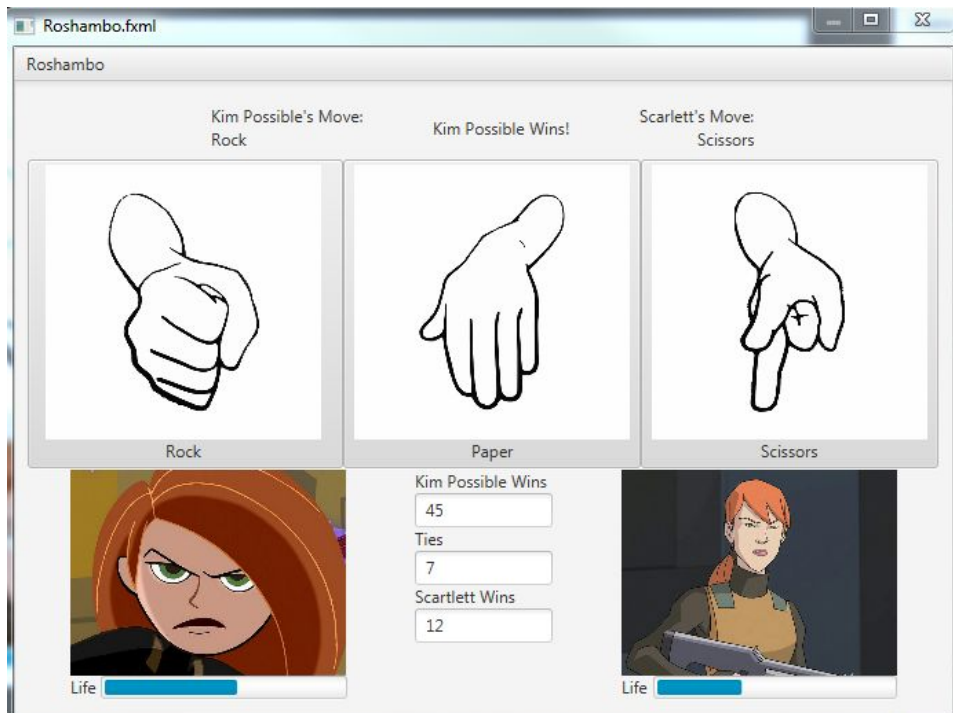
16. Keep going

Finish the Game

This is what the final game should look like. Easy, right?

Some hints:

1. Build one piece at a time
2. You will need to use BorderPane (or GridPane, where elements can span multiple rows/columns)
3. You will need to use VBox and HBox (a ton)
4. If you right-click on an element, you can Wrap In->whatever container you want
5. Build one piece at a time
6. Seriously, put a component on, connect it with code, then add another component
7. You didn't do that, did you? You went ahead and made lots of components and spent lots of time on layout, and now you have no code done. Sigh. What am I going to do with you?
8. Maybe start over.



Add Stats & Dialog Boxes

We'll discuss this more.

Nearly Done

Finally, read through the rubric and make sure you aren't missing anything!

Rubric

Standards/comments	10
Time estimate/accounts	5
TBA	10
	10
	20
	10
	10
	5
	5
	15
Total	100