

### 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	✓

<b>Demo Video Link</b>	<a href="https://youtu.be/QLU9_MMmXTQ">https://youtu.be/QLU9_MMmXTQ</a>
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Drill
-fuel:double -haul:int -money:int -xPosition:int -yPosition:int -condition:Image
+ getter and setters

Game
-textForFuel:Text -textForHaul:Text -textForMoney:Text -drill:Drill -scene:Scene -stage:Stage -root:Group -grid:ImageView[ ][ ] -gridString:String[ ][ ] -valuablesMoney:Map -valuablesWeight:Map
+ game():void -decreaseFuel(int decreaseAmount):void -checkForBelowBlock(int xPosition,int yPosition,int SQUARE_LENGTH):boolean -up(int SQUARE_LENGTH):void -down(int SQUARE_LENGTH):void -left(int SQUARE_LENGTH):void -right(int SQUARE_LENGTH):void - move(int SQUARE_LENGTH,ImageView drillImage):void -checkDown(int xPosition,int yPosition,int SQUARE_LENGTH):boolean -checkUp(int xPosition,int yPosition,int SQUARE_LENGTH):boolean -checkLeft(int xPosition,int yPosition,int SQUARE_LENGTH):boolean -checkRight(int xPosition,int yPosition,int SQUARE_LENGTH):boolean -checkForValuables(String valuable):void -decreaseFuel(Drill drill,Text textForFuel,double DECREASE_RATE):void -gravity(int xPosition,int yPosition,int SQUARE_LENGTH):void -gameOverForFuel():void -gameOverForLava():void + getter and setters

## UML Class Diagram

