BBM104 - Project Assignment 3 Checklist

Task	Status
Used JavaFx	
Visually there is sky and earth	1
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	1/
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	

Demo	https://youtu.be/QLU9_MMmXTQ
Video Link	

Drill

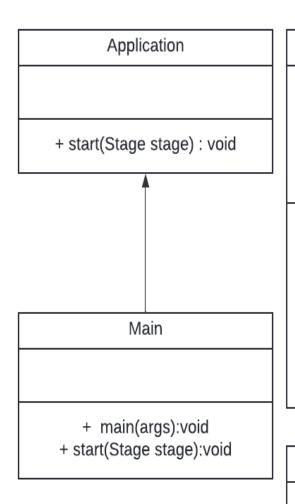
-fuel:double
-haul:int
-money:int
-xPosition:int
-yPosition:int
-condition:Image

+ 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



GameBuilder

-root:Group
-drill:Drill
-grid:ImageView[][]
-gridString:String[][]
-valuablesMoney:Map

+buildGame():Scene
-placeValuables(int SQUARE_WIDTH,int
SQUARE_HEIGHT, Image image,String
name ,int VALUABLE_NUMBER):void
-place(int SQUARE_WIDTH,int
SQUARE_HEIGHT, Image image,String
name,int x ,int y):void
+ getter and setters

FileInput

+ readFile(String path,boolean discardEmptyLines,boolean trim):String[]