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Code

	JasonErwin Maven (Create Jar File)	4badb75 5 minutes ago	 61 commits
	.idea	Maven (Create Jar File)	5 minutes ago
	ClassDiagram	Documentation (Class Diagram PDF)	yesterday
	Github	Github(Added subdirectory with GitHub Screenshots)	22 hours ago
	JavaDocs	Documentation (Updated JavaDocs)	yesterday
	src	Maven (Create Jar File)	5 minutes ago
	target	Maven (Create Jar File)	5 minutes ago
	HighScore.txt	Addition (Scoring PopUp in Game)	2 days ago
	README.md	Documentation (Updated ReadMe Document)	6 minutes ago
	pom.xml	Maven (Create Jar File)	5 minutes ago

 README.md



BrickDestroy FX (Prepared by Loo Yang Shen Jason)

Refactoring

Package (2%).

Change Package name from test to BrickDestroyFX to make it more meaningful.

Basic Maintenance (6%).

Separate Crack from Brick Class to follow Single Responsibility Principle.

Update methods in CementBrick and Crack due to separation of Crack from Brick Class.

Separate methods that controls the generation of new levels into its own class known as Level. This is to follow the Single Responsibility Principle.

Create a brickFactory from the makeBrick method in Level. Factory design patterns provides loose coupling and high cohesion.

Split GameBoard into GameBoardController, GameBoardView and GameBoardModel Respectively.

MVC (10%).

Convert GameBoard into GameBoardModel , GameBoardView and GameBoardControl respectively. Benefits of converting GameBoard to MVC are ease to maintain due to components having low dependency on one another and adoption of MVC makes an application easier to understand.

Arrange BrickDestroyFX Application into MVC patterns. Reasoning is same as above.

JUnit Tests (10%).

GameBoardView Class

getWall() Method.

CementBrick Class

repair() Method.

Crack Class

draw(), reset(), makeCrack() Methods.

GameBoardModel Class

isCheck(), getMessage(), setMessage(), getInput(), setInput(), isRun(), setRun(), setCheck() Methods.

Level Class

nextLevel(), hasLevel() Methods.

Player Class

moveLeft(), movRight(), stop(), getWidth(), getHeight(), getX(), getY(), moveTo() Methods.

SteelBrick Class

impact() Method.

Wall Class

move(), getBrickCount(), resetBallCount(), isBallLost(),isDone(), isBallEnd(),getBallCount(), impactBorder(),setBallCount() , setBrickCount(), setBallXSpeed(), setBallYSpeed(),makeBall(),ballReset(),wallReset() Methods.

Maven (2%).

Use Maven as it can add all dependencies required for the project automatically by reading pom file.

Created Jar Files for BrickDestroy Application. (Only Used shaded.jar version)

Addition

Score (10%).

Implemented scoring into to game by destroying bricks.

Added a button to show high score in main menu by reading a prepared txt file.

User is able to press "R" on the keyboard to have a High Score Pop Up to appear in game.

Additional Playable Level(5%).

Added two levels made of all steel and cement brick respectively.

Simple Additions(5%).


Added a relevant Main Menu Picture.

Added info button that shows how to play the game.


JavaFX (10% Bonus).


Converted the whole BrickDestroy Application to JavaFX from JavaSwing.


Covers Game Logic , Main menu , Pause Screen and Debug Panel.


About

No description, website, or topics provided.

 Readme

 0 stars

 1 watching

 0 forks

Releases

No releases published

Create a new release

Packages

No packages published

Publish your first package


Languages

HTML 85.1%

Java 10.4%







CSS 2.5%

JavaScript 2.0%












main










Commits on Dec 13, 2021

<div>Maven (Create Jar File)</div> <div><div></div>JasonErwin committed 6 minutes ago</div>	<div></div> <div>4badb75</div> <div></div>
<div>Documentation (Updated ReadMe Document)</div> <div><div></div>JasonErwin committed 6 minutes ago</div>	<div></div> <div>2c6e3da</div> <div></div>






















Commits on Dec 12, 2021

<div>Github(Added subdirectory with GitHub Screenshots)</div> <div><div></div>JasonErwin committed 22 hours ago</div>	<div></div> <div>14100d4</div> <div></div>
<div>Documentation (Class Diagram PDF)</div> <div><div></div>JasonErwin committed yesterday</div>	<div></div> <div>10ec6f0</div> <div></div>
<div>Documentation (Updated JavaDocs)</div> <div><div></div>JasonErwin committed yesterday</div>	<div></div> <div>be93cf1</div> <div></div>






















Commits on Dec 11, 2021

<div>Edited Read Me file + Made Changes to Info Screen</div> <div><div></div>JasonErwin committed 2 days ago</div>	<div></div> <div>b658d48</div> <div></div>
<div>Addition(Updated Score PopUp)</div> <div><div></div>JasonErwin committed 2 days ago</div>	<div></div> <div>00e9e92</div> <div></div>
<div>Addition (Scoring PopUp in Game)</div> <div><div></div>JasonErwin committed 2 days ago</div>	<div></div> <div>a580e40</div> <div></div>













Commits on Dec 10, 2021

<div>Addition(Implement Scoring System For Brick Destroy) ...</div> <div>Scoring system once brick is destroyed.</div> <div><div></div>JasonErwin committed 3 days ago</div>	<div></div> <div>0021209</div> <div></div>
<div>Updated Indentation in ReadMe File</div> <div><div></div>JasonErwin committed 3 days ago</div>	<div></div> <div>9b4ba7e</div> <div></div>
<div>Adjustment for JUnit Test Description in ReadMe</div> <div><div></div>JasonErwin committed 3 days ago</div>	<div></div> <div>3f04d75</div> <div></div>
<div>Documentation (ReadMe Added JUnit Test)</div> <div><div></div>JasonErwin committed 3 days ago</div>	<div></div> <div>1973b65</div> <div></div>
<div>Documentation (Update Ball ,Brick, Crack, Player Classes)</div> <div><div></div>JasonErwin committed 3 days ago</div>	<div></div> <div>1513036</div> <div></div>
<div>Refactor (Redo JUnit)</div> <div><div></div>JasonErwin committed 3 days ago</div>	<div></div> <div>b218c6b</div> <div></div>
<div>Refactoring (JUnit Test View + 7 Modal Classes) ...</div> <div>Did JUnit Testing for View and 7 classes placed in Modal.</div> <div><div></div>JasonErwin committed 3 days ago</div>	<div></div> <div>036116d</div> <div></div>










Commits on Dec 9, 2021

<div>Documentation (JavaDocs for Model And View)</div> <div><div></div>JasonErwin committed 4 days ago</div>	<div></div> <div>387bf7e</div> <div></div>
<div>Documentation(JavaDocs for Main and Controller Classes)</div> <div><div></div>JasonErwin committed 4 days ago</div>	<div></div> <div>d9f6df7</div> <div></div>
<div>Revert "Documentation(Generate JavaDocs for all Classes)" ...</div> <div>This reverts commit 7d365ea.</div> <div><div></div>JasonErwin committed 4 days ago</div>	<div></div> <div>560a64d</div> <div></div>
<div>Documentation(Generate JavaDocs for all Classes)</div> <div><div></div>JasonErwin committed 4 days ago</div>	<div></div> <div>7d365ea</div> <div></div>
<div>Documentation (Readme.md)</div> <div><div></div>JasonErwin committed 4 days ago</div>	<div></div> <div>e97a40d</div> <div></div>
<div>Addition(Add High Score Page in Main Menu)</div> <div><div></div>JasonErwin committed 4 days ago</div>	<div></div> <div>bd00cf0</div> <div></div>
<div>Addition (Change Text Color in Pause Menu)</div> <div><div></div>JasonErwin committed 4 days ago</div>	<div></div> <div>d318ba2</div> <div></div>
















Commits on Dec 8, 2021

<div>Refactor (Beautify modal and View Packages)</div> <div><div></div>JasonErwin committed 5 days ago</div>	<div></div> <div>4e4a4b0</div> <div></div>
<div>Refactor(Clean Up Controller Package)</div> <div><div></div>JasonErwin committed 5 days ago</div>	<div></div> <div>9b22a5e</div> <div></div>
<div>Refactor (Implement MVC for Entire Brick Destroy Game)</div> <div><div></div>JasonErwin committed 5 days ago</div>	<div></div> <div>fd4c8a1</div> <div></div>
<div>Addition (Add all Cement Brick Level and Steel Brick Level)</div> <div><div></div>JasonErwin committed 5 days ago</div>	<div></div> <div>c96af85</div> <div></div>

Commits on Dec 7, 2021

<div>Refactor (Implement MVC for GameBoard Class) ...</div> <div>Split GameBoard Class into GameBoardModal Class, GameBoardVisual Class and GameBoardController Class respectively.</div> <div><div></div>JasonErwin committed 6 days ago</div>	<div></div> <div>74f1783</div> <div></div>
<div>Refactor (Remove Hello Controller)</div> <div><div></div>JasonErwin committed 6 days ago</div>	<div></div> <div>713841f</div> <div></div>
<div>Adjust Parameters in GameBoard and DebugController Methods</div> <div><div></div>JasonErwin committed 6 days ago</div>	<div></div> <div>a49e0ed</div> <div></div>
<div>Refactor (Switch Main Class to BrickDestroyApplication.java) ...</div> <div>Change from HelloApplication.java to BrickDestroyApplication.java as main class.</div> <div><div></div>JasonErwin committed 6 days ago</div>	<div></div> <div>0da22f3</div> <div></div>

Commits on Dec 6, 2021

<div>Merge pull request #5 from JasonErwin/BrickDestroyFX ...</div> <div>BrickDestroy JavaFX Conversion</div> <div><div></div>JasonErwin committed 7 days ago</div>	<div>Verified</div> <div></div> <div>ae153b6</div> <div></div>
<div>Delete SoftwareMaintenance directory</div> <div><div></div>JasonErwin committed 7 days ago</div>	<div>Verified</div> <div></div> <div>c3aabec</div> <div></div>
<div>Reupload Brick Destroy JavaFX</div> <div><div></div>JasonErwin committed 7 days ago</div>	<div>Verified</div> <div></div> <div>d8c8dd2</div> <div></div>
<div>Merge pull request #4 from JasonErwin/JavaFX ...</div> <div>BrickDestroy JavaFX</div> <div><div></div>JasonErwin committed 7 days ago</div>	<div>Verified</div> <div></div> <div>a9a8f28</div> <div></div>
<div>Delete COMP2042_CW_hfyyI5.iml</div> <div><div></div>JasonErwin committed 7 days ago</div>	<div>Verified</div> <div></div> <div>2f22a5d</div> <div></div>

main

Commits on Dec 6, 2021

<div>Delete README.md</div> <div> JasonErwin committed 7 days ago</div>	Verified		f1bfa9e	<>
<div>Delete out/production/COMP2042_CW_hfyyI5/Brick_Destroy directory</div> <div> JasonErwin committed 7 days ago</div>	Verified		53072f5	<>
<div>Delete Brick_Destroy-master directory</div> <div> JasonErwin committed 7 days ago</div>	Verified		017e7fa	<>
<div>Delete .idea directory</div> <div> JasonErwin committed 7 days ago</div>	Verified		7d59bd3	<>
<div>Upload JavaFX Brick Destroy Version</div> <div> JasonErwin committed 7 days ago</div>	Verified		e4dd9ab	<>
<div>Revert back to Java Swing</div> <div> JasonErwin committed 7 days ago</div>			98c447c	<>
<div>Merge pull request #3 from JasonErwin/JasonErwin-JavaFX-1</div> <div>Upload JavaFX version.</div> <div> JasonErwin committed 7 days ago</div>	Verified		694fcaf	<>
<div>Upload JavaFX version.</div> <div> JasonErwin committed 7 days ago</div>	Verified		3ac12ab	<>
<div>Revert To Previous Version</div> <div> JasonErwin committed 7 days ago</div>			16bdd55	<>
<div>Revert "Merge pull request #1 from JasonErwin/Comment-Branch"</div> <div>This reverts commit fab691e, reversing changes made to 5aa7001.</div> <div> JasonErwin committed 7 days ago</div>			2d7b079	<>
<div>Merge pull request #2 from JasonErwin/JasonErwin-JavaFX</div> <div>Refactoring (Convert Project to JavaFX from Swing)</div> <div> JasonErwin committed 7 days ago</div>	Verified		dab79f7	<>
<div>Refactoring (Convert Project to JavaFX from Swing)</div> <div> JasonErwin committed 7 days ago</div>	Verified		a726282	<>

Commits on Dec 1, 2021

<div>Merge pull request #1 from JasonErwin/Comment-Branch</div> <div>Add Comments For All Classes</div> <div> JasonErwin committed 12 days ago</div>	Verified		fab691e	<>
<div>Add Comments For All Classes</div> <div>Methods and Constructors have comments added.</div> <div> JasonErwin committed 12 days ago</div>			18b6334	<>

Commits on Nov 30, 2021

<div>Refactor</div> <div>Move Crack out of Brick Class to support Idea of single Responsibility & updated CementBrick and Wall methods.</div> <div> JasonErwin committed 13 days ago</div>			5aa7001	<>
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Commits on Nov 29, 2021

<div>Refactor</div> <div>Disable options to allow users to resize window.</div> <div> JasonErwin committed 14 days ago</div>			687a1f1	<>
<div>Refactor</div> <div>Edit source README.md to correct spelling mistakes.</div> <div> JasonErwin committed 14 days ago</div>			48f1ca0	<>
<div>Refactor</div> <div>Move Classes into Brick Destroy Package from Test Package.</div> <div> JasonErwin committed 14 days ago</div>			020aa6c	<>

Commits on Nov 28, 2021

<div>Refactor</div> <div>Convert makeBrick Method to Factory Method Pattern + beautify Level and BrickFactory Classes</div> <div> JasonErwin committed 15 days ago</div>			0283820	<>
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Commits on Nov 26, 2021

<div>Refactor</div> <div>Restore Brick Class to its source condition.</div> <div> JasonErwin committed 17 days ago</div>			c958e6a	<>
<div>Refactor</div> <div>Created new Level Class that has methods extracted from Wall Class.</div> <div> JasonErwin committed 18 days ago</div>			daeb453	<>

Commits on Nov 25, 2021

<div>Add Menu Bar of the program back.</div> <div> JasonErwin committed 18 days ago</div>			5c7724c	<>
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Commits on Nov 17, 2021

<div>Adjust Ball Method's</div> <div> JasonErwin committed 26 days ago</div>			2af0fc5	<>
--	--	--	---------	----

Commits on Nov 15, 2021

<div>Separate Crack from Brick Class</div> <div> JasonErwin committed 28 days ago</div>			5b08483	<>
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Commits on Nov 11, 2021

<div>Add files via upload</div> <div> JasonErwin committed on Nov 11</div>	Verified		1e304d3	<>
<div>Initial commit</div> <div> JasonErwin committed on Nov 11</div>	Verified		807e3c2	<>