

BBM104 - Project Assignment 3 Checklist

Task	Status
Used JavaFx	DONE
Visually there is sky and earth	DONE
Drill machine has fuel, storage, and money bank	DONE
Machine attributes can be seen in screen	DONE
Fuel decreases with movement and with time	DONE
Money and haul increase with every collected valuable	DONE
Drill machine changes appearances depending on where it is facing	DONE
Machine is controlled with arrow keys	DONE
Machine cannot drill upwards	DONE
There is at least 3 types of valuable mineral and gems	DONE
Valuable mineral and gems each have different weights and values	DONE
Top of the earth has grass	DONE
There are boulders in the borders (except at the top)	DONE
Boulders cannot be drilled into	DONE
There are lava blocks	DONE
Lava destroys the drill and causes game over (red)	DONE
Running out of fuel causes game over with collected money (green)	DONE
There is gravity, if the machine falls due to gravity, it cannot drill anywhere.	DONE
There is more soil than other elements	DONE
I added a start location at the beginning of the game. And it cannot be drilled.	DONE
The underground elements are randomly placed each time the game starts.	DONE
When the game first starts, I added a sound until the machine moves.	DONE
I added animations according to the direction of movement of the machine, if the machine is flying, it cannot drill anywhere. Machine cannot leave from edges of screen.	DONE
I added sound as the machine moves upwards.	DONE
I added an explosion sound when the machine pierces the lava.	DONE

Demo Video Link	https://youtu.be/NSEJvMGdwnY
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UML Class Diagram

