

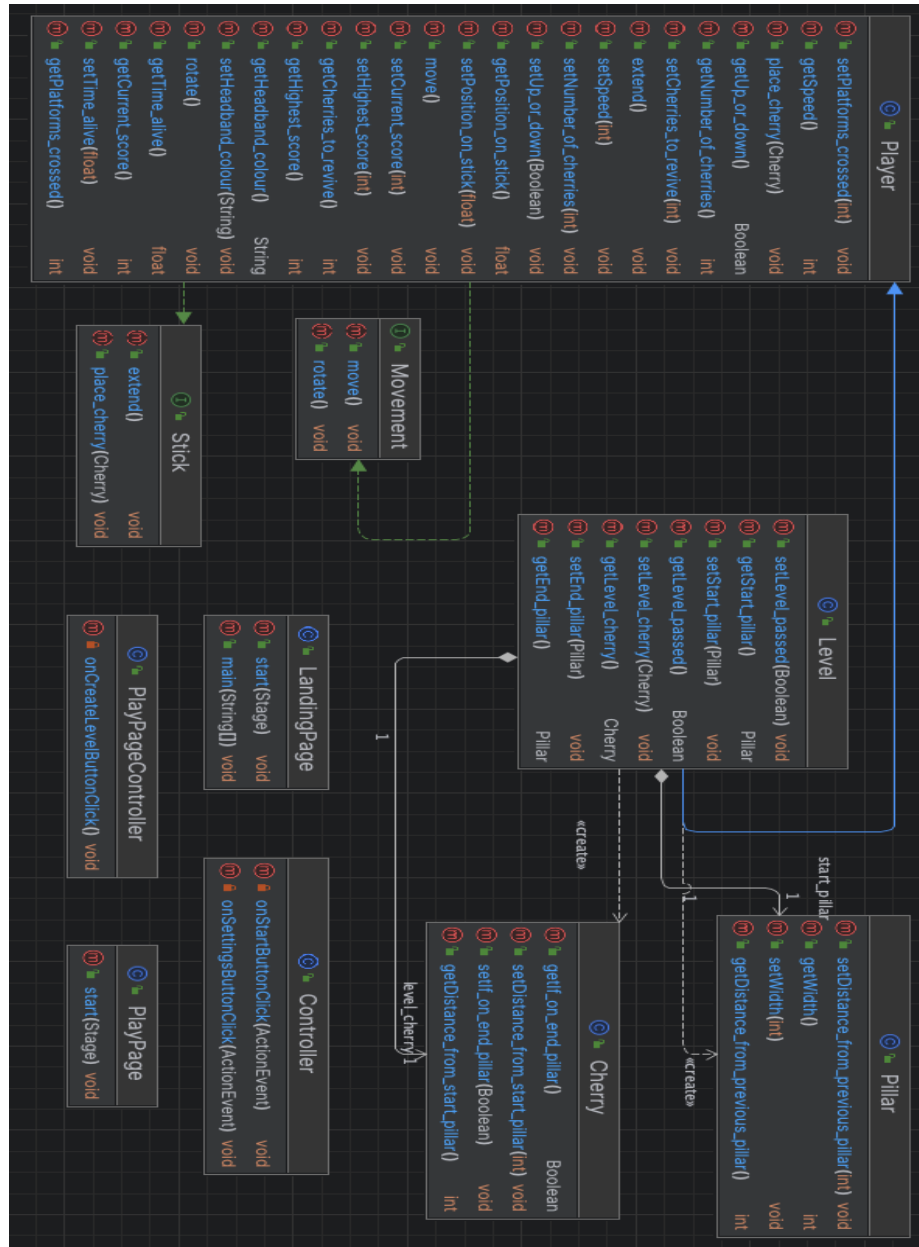
AP Project Submission I

Group No. - 121

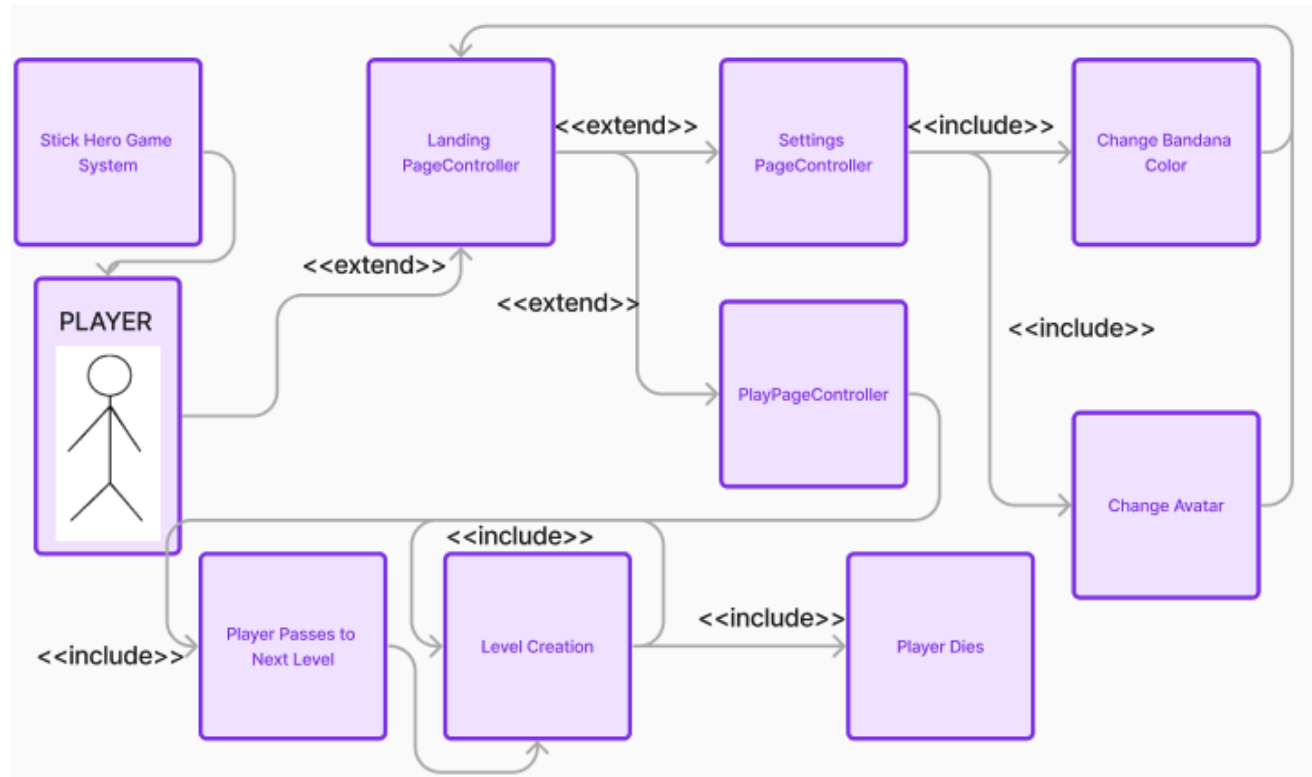
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1.UML



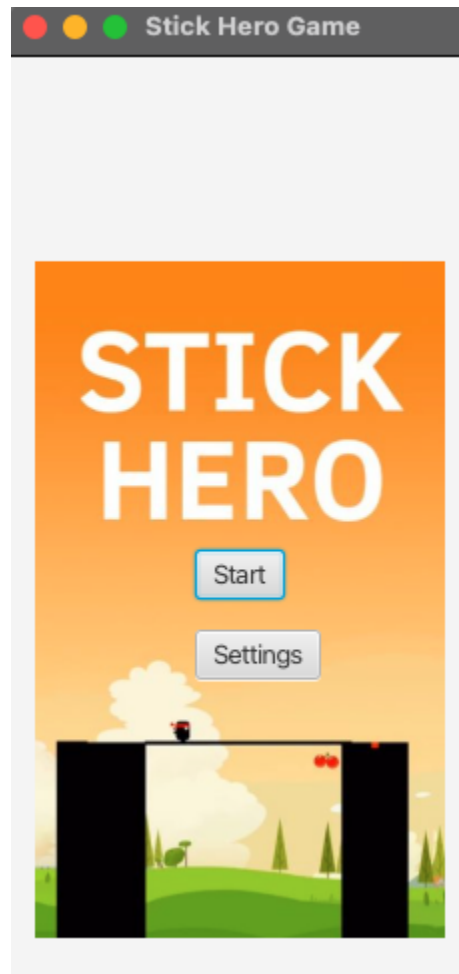
2. Use Case



3. Classes & Interfaces

- A. ChangeBandanaColorPageController Class
- B. Cherry Class
- C. Controller Class
- D. LandingPage Class
- E. Level Class
- F. Movement Interface
- G. Pillar Class
- H. Player Class
- I. PlayPage Class
- J. PlayPageController Class
- K. SettingsPageController Class
- L. Stick Interface

4. Skeleton Screen



hello-view.fxml

```
<?xml version="1.0" encoding="UTF-8"?>

<?import javafx.geometry.Insets?>
<?import javafx.scene.control.Button?>
<?import javafx.scene.image.Image?>
<?import javafx.scene.image.ImageView?>
<?import javafx.scene.layout.AnchorPane?>
<?import javafx.scene.layout.VBox?>

<!-- hello-view.fxml -->
<VBox alignment="CENTER" prefHeight="410.0" prefWidth="245.0" spacing="20.0"
  xmlns="http://javafx.com/javafx/21" xmlns:fx="http://javafx.com/fxml/1"
  fx:controller="com.example.project.Controller">
  <padding>
    <Insets bottom="20.0" left="20.0" right="20.0" top="20.0" />
  </padding>
  <AnchorPane prefHeight="363.0" prefWidth="205.0">
    <children>
```

```

        <ImageView fitHeight="338.0" fitWidth="205.0" layoutY="16.0"
pickOnBounds="true" preserveRatio="true">
            <image>
                <Image url="@../../../../Images/landing.png" />
            </image>
        </ImageView>
        <Button layoutX="80.0" layoutY="160.0"
onAction="#onStartButtonClick" text="Start" />
        <Button layoutX="80.0" layoutY="200.0"
onAction="#onSettingsButtonClick" text="Settings" />
    </children>
</AnchorPane>
</VBox>

```

5. Skeleton Code of Classes

LandingPage.java

```

// LandingPage.java
package com.example.project;

import javafx.application.Application;
import javafx.fxml.FXMLLoader;
import javafx.scene.Scene;
import javafx.stage.Stage;

import java.io.IOException;

public class LandingPage extends Application {
    @Override
    public void start(Stage stage) throws IOException {
        FXMLLoader fxmlLoader = new
FXMLLoader(LandingPage.class.getResource("hello-view.fxml"));
        Scene scene = new Scene(fxmlLoader.load(), 600, 600);
        stage.setTitle("Stick Hero Game");
        stage.setScene(scene);
        stage.show();
    }

    public static void main(String[] args) {
        launch();
    }
}

```

Controller.java

```
// Controller.java
package com.example.project;

import javafx.event.ActionEvent;
import javafx.fxml.FXML;
import javafx.fxml.FXMLLoader;
import javafx.scene.Parent;
import javafx.scene.Scene;
import javafx.stage.Stage;
import java.io.IOException;

public class Controller {

    @FXML
    private void onStartButtonClick(ActionEvent event) throws IOException {
        // Load PlayPage
        FXMLLoader fxmlLoader = new
FXMLLoader(getClass().getResource("play-page.fxml"));
        Parent root = fxmlLoader.load();
        Scene scene = new Scene(root, 600, 400);

        // Set the controller for PlayPage
        PlayPageController playPageController = fxmlLoader.getController();

        Stage stage = (Stage) ((javafx.scene.Node)
event.getSource()).getScene().getWindow();
        stage.setTitle("Play Page");
        stage.setScene(scene);
        stage.show();
    }

    @FXML
    private void onSettingsButtonClick(ActionEvent event) throws IOException {
        // Load SettingsPage
        FXMLLoader fxmlLoader = new
FXMLLoader(getClass().getResource("settings-page.fxml"));
        Parent root = fxmlLoader.load();
        Scene scene = new Scene(root, 600, 400);

        // Set the controller for SettingsPage
        SettingsPageController settingsPageController =
fxmlLoader.getController();

        Stage stage = (Stage) ((javafx.scene.Node)
event.getSource()).getScene().getWindow();
        stage.setTitle("Settings Page");
        stage.setScene(scene);
        stage.show();
    }
}
```