

BBM104 - Project Assignment 3 Checklist

Task	Status
Used JavaFx	+
Visually there is sky and earth (Used all type of soils)	+
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 (Used all type of 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	+
The drill machine opens its propellers smoothly before flying. Applied for each direction.	+
When the drill machine goes into the lava, it explodes before the game ends.	+
Added a fuel station where the machine can get fuel	+

Demo Video Link	
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UML Class Diagram

