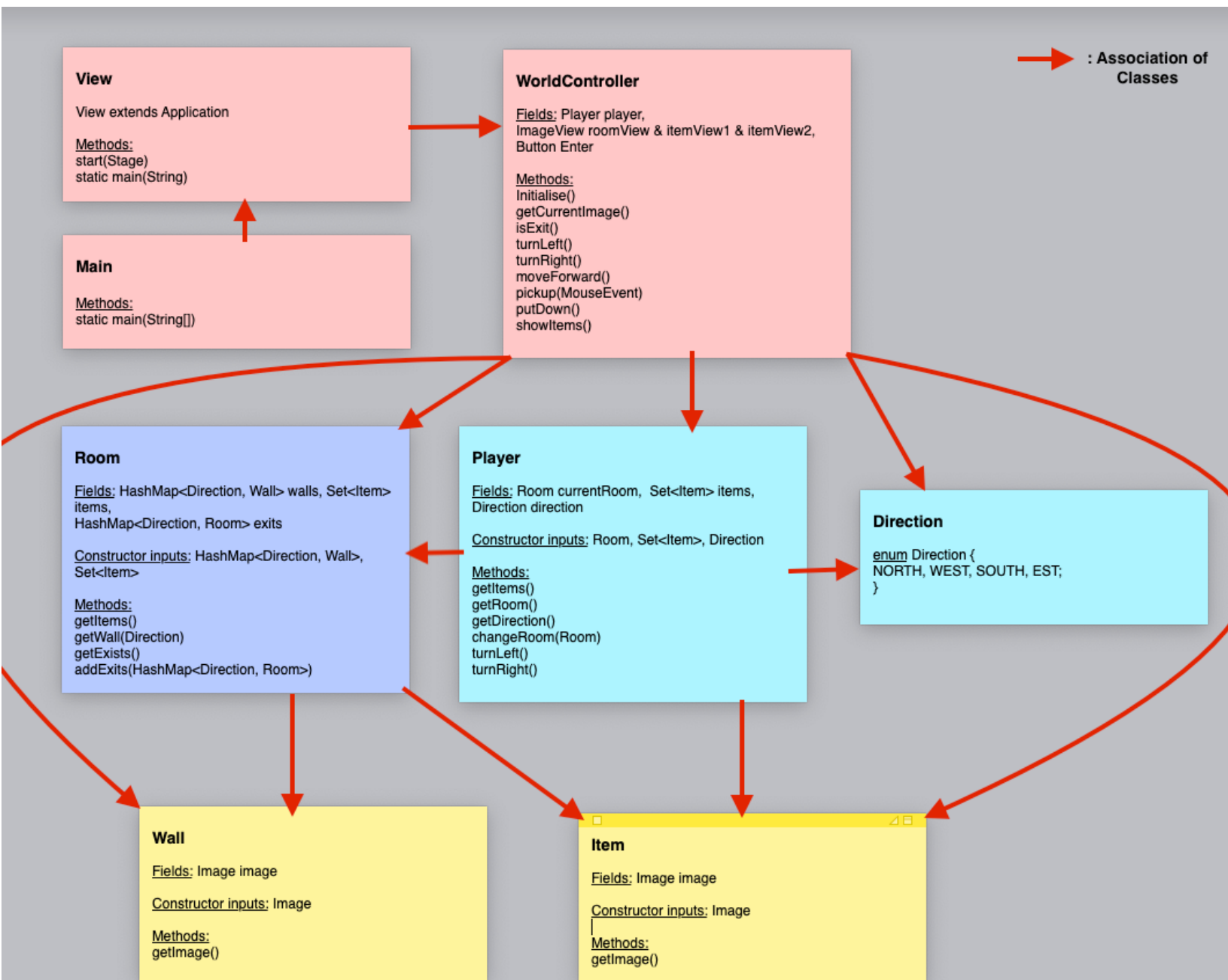


Worksheet

The design was updated based on the recommendations of Paul Anderson. We now have 8 classes. The World Controller manages the movements and the use of Items.

The application can be modify to add rooms or items. To do so we only need to change the Initialise and showItems methods in the WorldController class.



Resources:

The class View was taken from example number 8 out of the JavaFX Examples done by Paul Anderson.

<https://groups.inf.ed.ac.uk/ippo/2020/website/code/ippo-fxexamples.zip> [02/12/2020]

The method pickUp in the class WolrdController was inspired by two articles in StackOverFlow that explain in general terms how to make images clickable and how to recognize from which source the Button click is coming from.

<https://stackoverflow.com/questions/45867871/fxml-javafx-how-to-make-an-imageview-clickable> [02/12/2020]

<https://stackoverflow.com/questions/51456418/how-to-check-which-button-in-fxml-has-invoked-a-function-in-controller-java-wh> [02/12/2020]