AP Project deadline-1

Group 143
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For this deadline, We have submitted a pdf with UML, skeleton screens (with UI components in it) which has working buttons using which we can switch between screens and submitted java files for classes without body but containing the class relationships and hierarchy, method declarations and also submitted script for generating the UI.

We have used JavaFX, maven in Intellij.

We have used class relationships and OOPS principles like inheritance, composition, association.

I have declared 7 classes:

HelloApplication: Has the start method.
HelloController: Has methods to control the GUI flow.
Hero: Class for main character.
Player: Class for relation between hero and other classes.
Platform: Class for platform using randomize function to generate different width and distance between two platforms.
Stick: Class for Stick.
Cherry: Class for cherry.

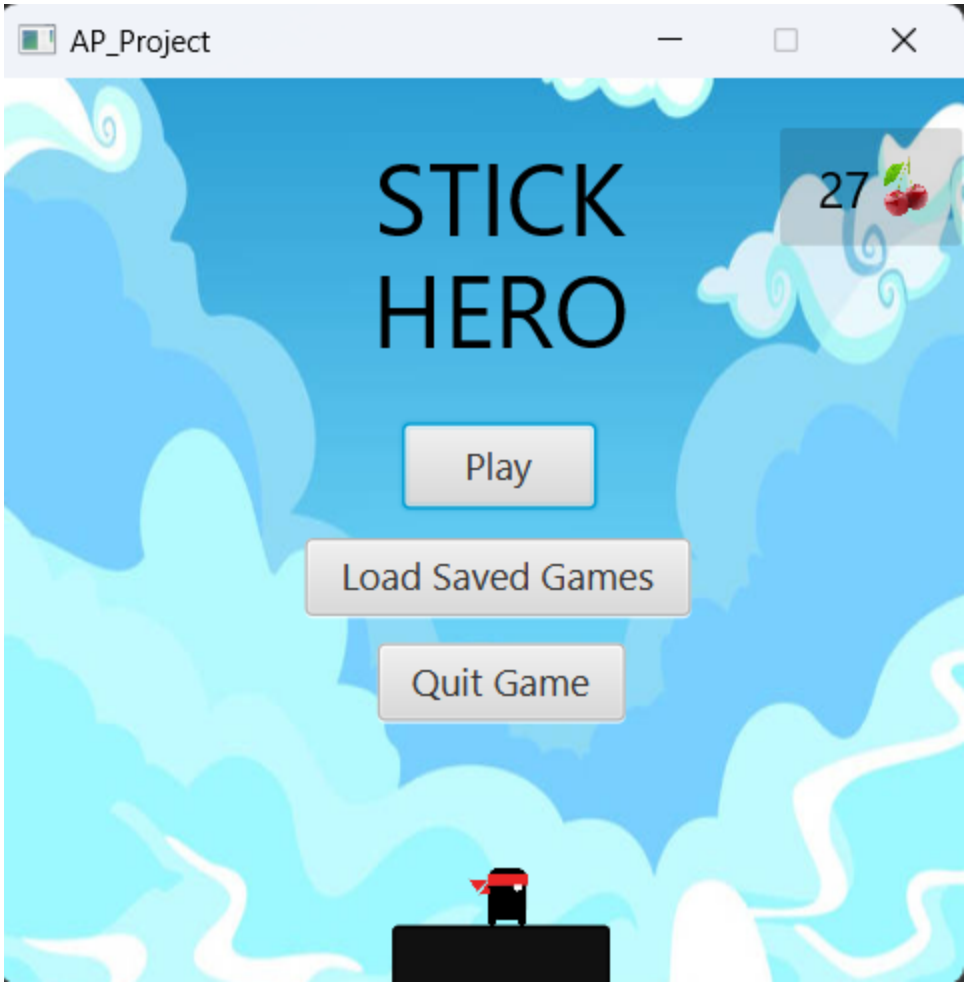
Link to my Github: https://github.com/Vansh2021363/AP_Project.git

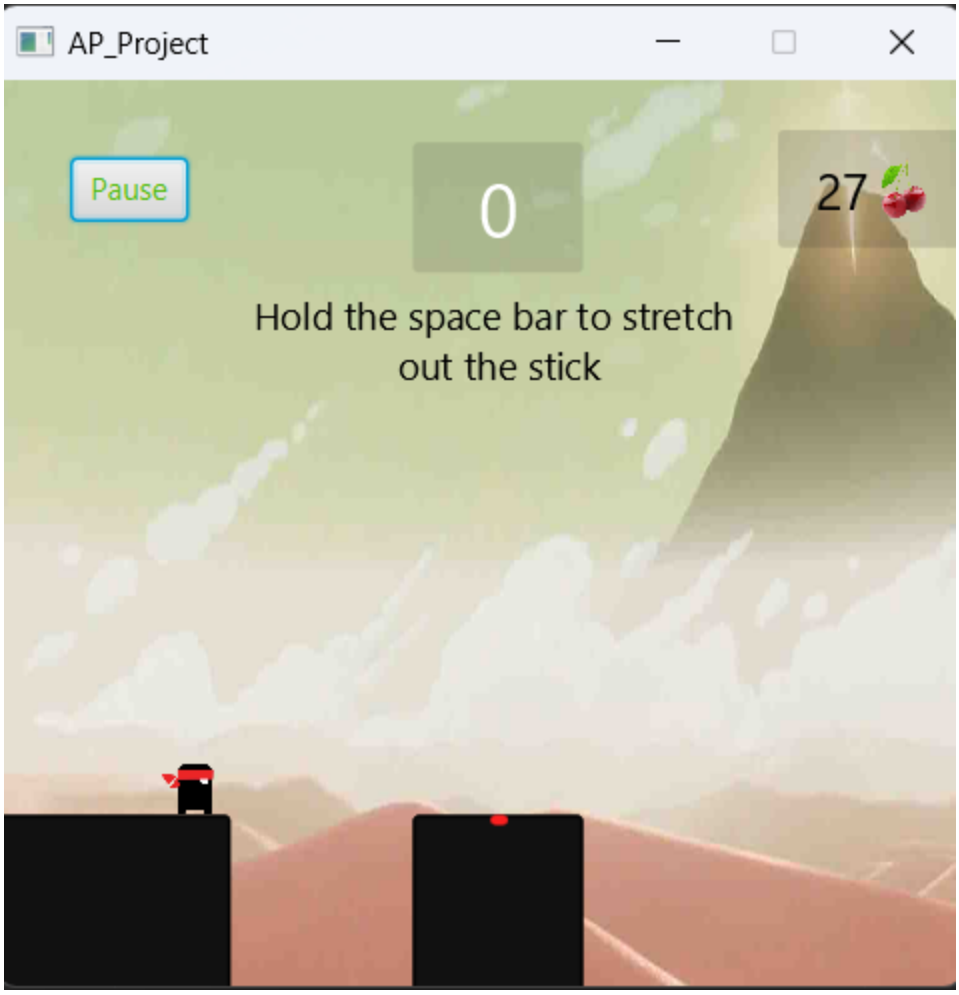
Links and References to images:

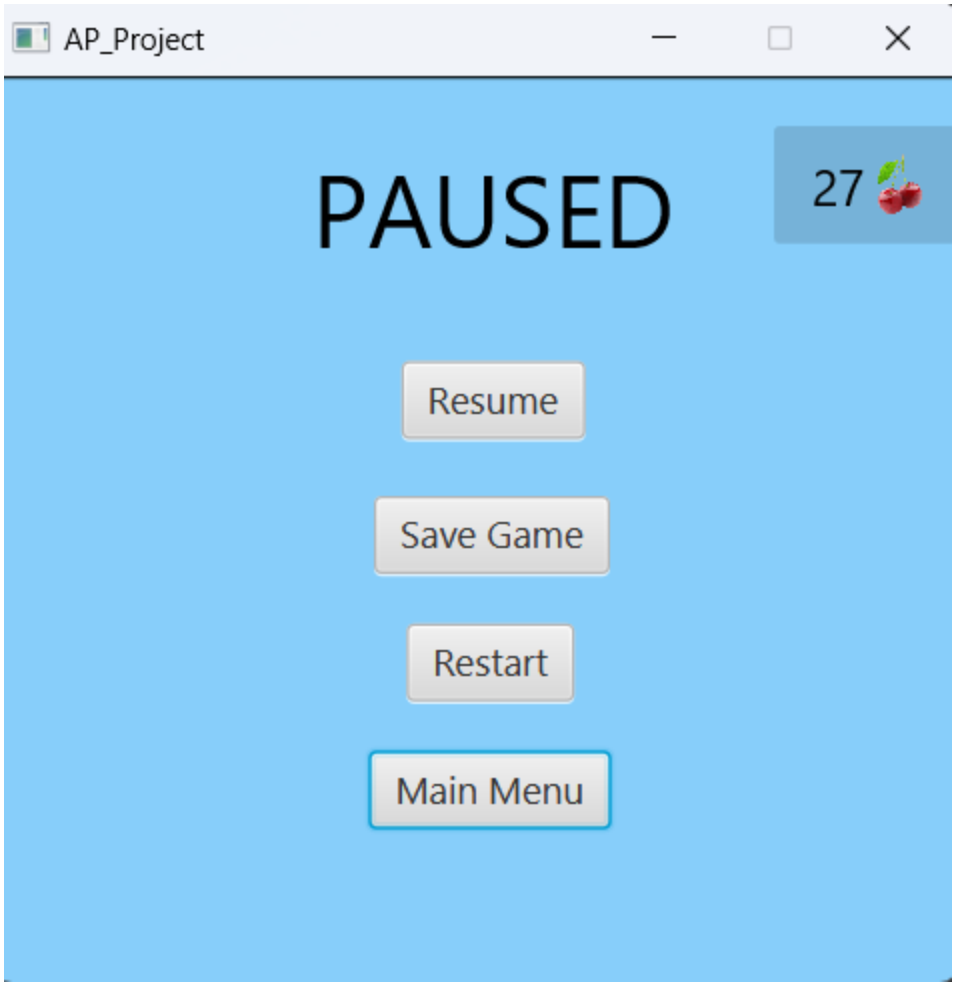
https://www.pngwing.com/en/search?q=cherry

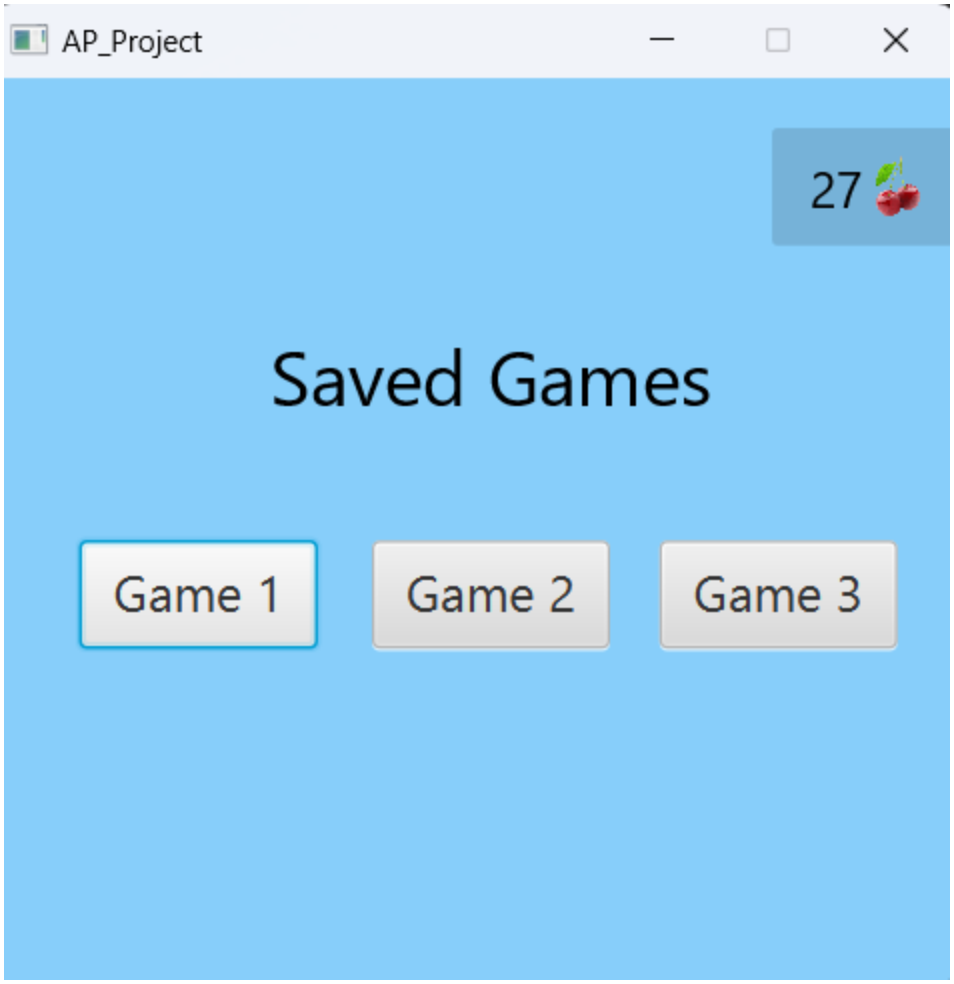
https://www.deviantart.com/iniler/art/Cloudy-Sky-Background-By-Goblinengineer-d5obh26-760181727

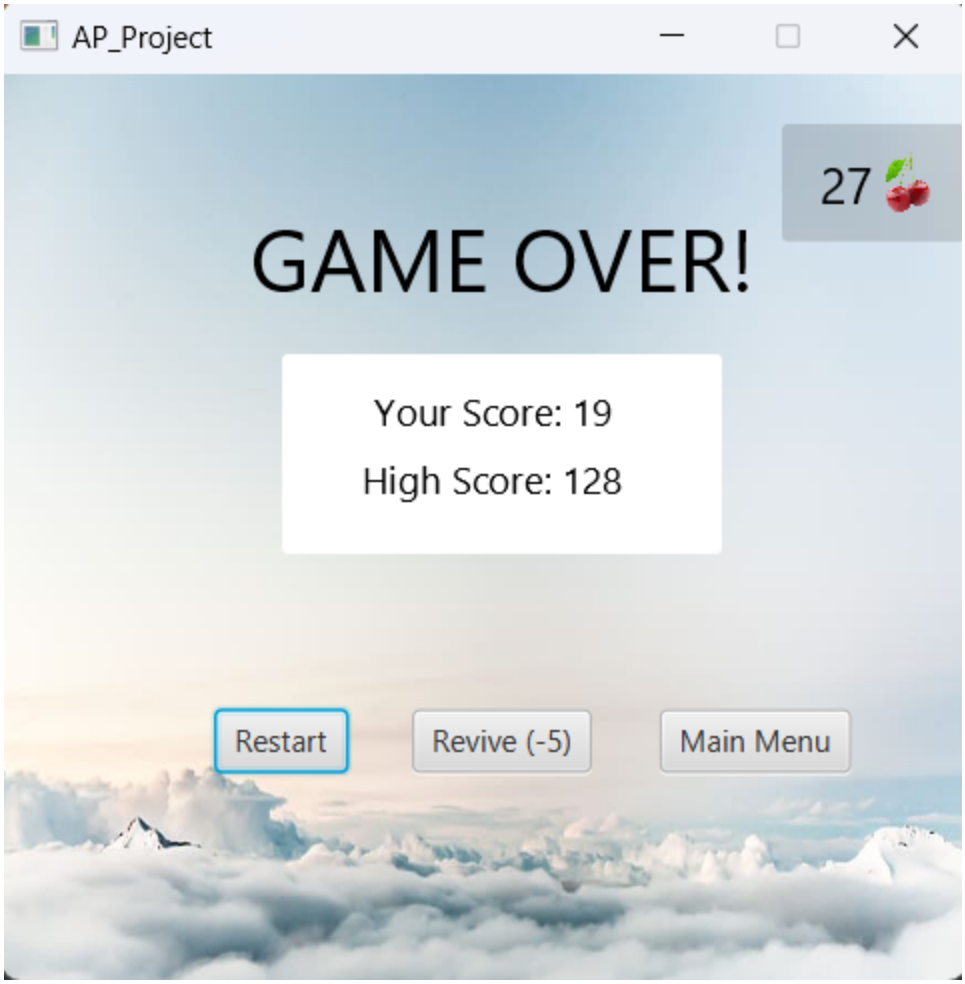
UI Screens:


AP_Project
STICK
HERO
27
Play
Load Saved Games
Quit Game


AP_Project
Pause
0
27
Hold the space bar to stretch
out the stick


AP_Project
PAUSED
27
Resume
Save Game
Restart
Main Menu


AP_Project
27
Saved Games
Game 1
Game 2
Game 3


AP_Project
27
GAME OVER!
Your Score: 19
High Score: 128
Restart
Revive (-5)
Main Menu