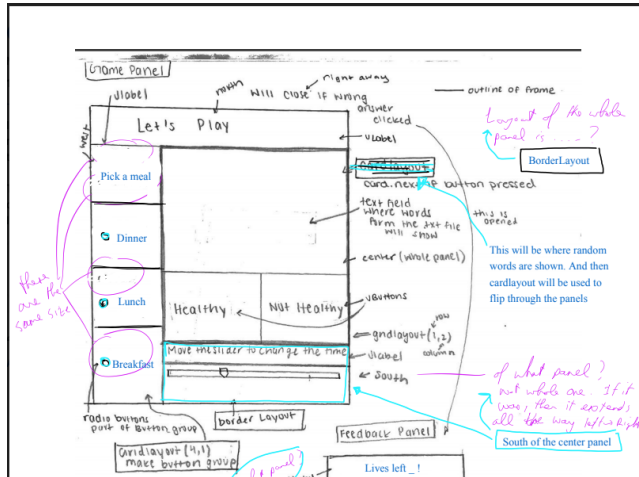


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Java Programming
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Modifications

Originally, I was planning to have the settings on the game panel, but the user could pick the settings before and while they play. So then I changed it to a settings panel right before the play panel. Now I have 2 separate panels, one which allows the user to select the setting it prefers and another to actually play the game.

Here are screenshots of the changes:



Let's start! Click a meal, set the slider, and click the start button

Please Enter Your Name

Pick amount of time (1 - hard; 5- easy):

1 2 3 4 5

Pick a Meal: ☐ Breakfast ☐ Lunch ☐ Dinner

Go Back Play Game

Points: 0 Errors: 1

Greek Yogurt

Healthy

Unhealthy