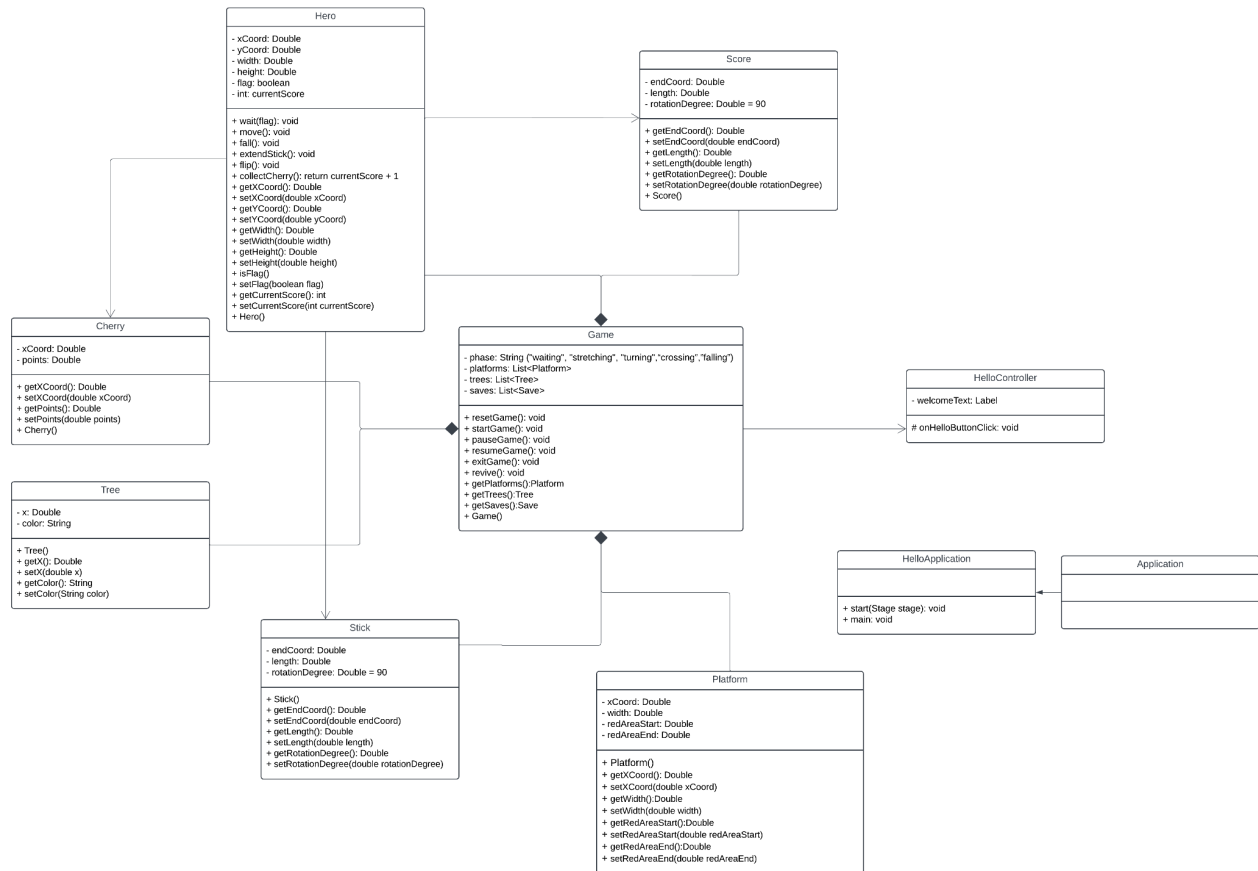**CSE201**
Advanced Programming

AP PROJECT 2023
Stick Hero

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1. UML

The above is the Unified Modelling Language (UML) diagram for our project.
https://lucid.app/lucidchart/65522ef8-dba6-4dde-ae5b-a04ff7b175fe/edit?invitationId=inv_571adee7-f234-460d-948c-66d994eb58da

2. Skeleton Screens

Please find respective FXML files in the zipped folder

scene1.fxml: This is the main screen/main menu made using scenebuilder.

scene2.fxml: Starting screen you can see score on top left (taken as 1), cherry counter on top right, the red areas for bonus on top of towers and our hero in waiting stage.

scene3.fxml: After extending the stick the hero kicks it so it can fall (rotate at end) to another tower, also you can see the cherries to collect.

scene4.fxml: Great! It landed on red area, we got +1 for "PERFECT", and after this the hero crosses via the stick landed.

scene5.fxml: The PAUSED screen will have black and white background to visually indicate game is paused, then we have the resume button, save button to save the game in a slot, and load button to continue a saved game from its slot.

Thanks for reading