BBM104 - Project Assignment 3 Checklist

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| Task | Status |
| Used JavaFx | Done |
| Visually there is sky and earth | Done |
| Drill machine has fuel, storage, and money bank | Done |
| Machine attributes can be seen in screen | Done |
| Fuel decreases with movement and with time | Done |
| Money and haul increase with every collected valuable | Done |
| Drill machine changes appearances depending on where it is facing | Done |
| Machine is controlled with arrow keys | Done |
| Machine cannot drill upwards | Done |
| There is at least 3 types of valuable mineral and gems | Done |
| Valuable mineral and gems each have different weights and values | Done |
| Top of the earth has grass | Done |
| There are boulders in the borders (except at the top) | Done |
| Boulders cannot be drilled into | Done |
| There are lava blocks | Done |
| Lava destroys the drill and causes game over (red) | Done |
| Running out of fuel causes game over with collected money (green) | Done |
| There is gravity | Done |
| There is more soil than other elements | Done |
| Endless Map Generation | Done |
| Transition Between Earth Stages | Done |
| Last Scores | Done |
| Flying Animation | Done |
| Different valuables according to depth | Done |
| Different variations of tiles | Done |
| Gas station | Done |
| Buying gasoline from the gas station with the T key | Done |
| Cropping blank parts in assets for a cleaner view (using code) | Done |

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| **Demo Video Link** | https://youtu.be/MftPVmatdZM |

UML Class Diagram

