

## JavaFX In-Class Design and Code Assignment

### Part I:

Design a GUI for the player profile function of the Brick Breaker game. Your design should include the following:

- A control to select an existing player profile. The GUI you used for MP1 allowed the user to enter the player name in a textbox. Better solutions would use a ComboBox or a ListBox.
- A control to enter a new player's name.
- A control (e.g. Button) to initiate a search for an existing player (or to indicate that the desired player has been selected in the ComboBox or ListBox).
- A control (e.g. Button) to initiate the creation of a new player profile.
- A control to display error messages to the user.

### Part II:

Implement your GUI using JavaFX. Start by creating a JavaFX application in Netbeans. Add a new class to your project and name it ProfilePane. ProfilePane should extend one of the subclasses of Pane ( StackPane, HBox, VBox, GridPane or BorderPane). The particular Pane you use depends on your GUI design. My design used a HBox with a VBox on the inside for the TextBox and Button at the top of the GUI.

Create properties in ProfilePane for each needed control and add them to Pane or other inner Panes that you create.

Instantiate an instance of ProfilePane in your start method and add it to a Scene so that it can be displayed in the Stage.

\*\*\* You will add the event handling to your GUI later.