BBM104 - Project Assignment 3 Checklist

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| Task | Status |
| Used JavaFx | Completed |
| Visually there is sky and earth | Completed |
| Drill machine has fuel, storage, and money bank | Completed |
| Machine attributes can be seen in screen | Completed |
| Fuel decreases with movement and with time | Completed |
| Money and haul increase with every collected valuable | Completed |
| Drill machine changes appearances depending on where it is facing | Completed |
| Machine is controlled with arrow keys | Completed |
| Machine cannot drill upwards | Completed |
| There is at least 3 types of valuable mineral and gems | Completed |
| Valuable mineral and gems each have different weights and values | Completed |
| Top of the earth has grass | Completed |
| There are boulders in the borders (except at the top) | Completed |
| Boulders cannot be drilled into | Completed |
| There are lava blocks | Completed |
| Lava destroys the drill and causes game over (red) | Completed |
| Running out of fuel causes game over with collected money (green) | Completed |
| There is gravity | Completed |
| There is more soil than other elements | Completed |
| Attention fuel low | Extra added |
| Downward scrolling map | Extra added |
| There is a box in the top left for attributes. | Extra added |

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| **Demo Video Link** | <https://youtu.be/2JrNxOQBsLk> |

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UML Class Diagram