

COMP10062: Assignment 5

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The Assignment

This assignment is about using GUI components to create a user-friendly **view** for an object or set of objects that serve as the **model**. You have a high degree of freedom in this assignment:

- You must create some sort of activity (game, puzzle, quiz, etc.) that will engage a user.
 - The activity must have some sort of “memory” or “tracking” of a user – e.g. the quiz tracks the user’s score, the puzzle or game keeps track of the state of play, etc.
- You must create at least one class that will be used to create **model** objects for the activity.
 - This is where all the logic will be implemented.
 - The model should, as much as possible, return generic information that any view could use to present the information to the user in its own way.
 - If appropriate, you may include a **draw** method in the model to allow it to render itself on a **GraphicsContext** (even though this is, strictly speaking, part of the view).
- You must create a JavaFX GUI that will serve as the **view** for the activity.
 - The view must have at least 3 different component types (label, button, text field, canvas, and/or others that you research on your own).
 - The view must not implement any logic – it should just respond to button presses by calling methods in the model and displaying the results.
 - You must change the default look and feel of some of the components to make the GUI look good (or at least it should look like some thought went into its design).

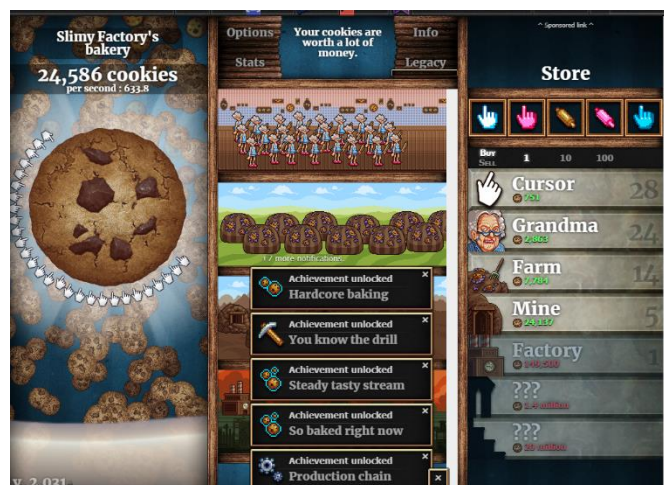
What App Should You Create?

The app you create is up to you. Any sort of one player game, puzzle or quiz will do, but there might be other types of apps that fill the bill as well. But be careful not to overwhelm yourself – keep the task manageable. If you have an idea and you’re not sure if it’s appropriate, talk to your instructor.

A Factory Game

Here’s one idea if you’re stuck. There’s a type of game out there where the goal is to produce some sort of item (gold bars, cookies, etc.), usually by clicking a button. When you click a button your total number of items goes up. When you get enough of them, you can buy an upgrade so that your clicks generate more of the item. The prices for upgrades also rise as you buy more. Here’s one example:

<http://orteil.dashnet.org/cookieclicker/>



The Cookie Clicker game above unfolds in real time and is pretty fancy with cool graphics and animations. You could try to do a real time game with a thread (see **FXAnimationTemplate** for ideas) but you don't have to do that. Yours also does not have to look that good – it just has to work.

The **model** object for this game could be the “Factory”. It tracks how many objects you've created, the current rate of object production (how many per click), and the cost and type of the various upgrades.

The **view** object displays a button to create items and buttons to buy various upgrades. It also displays how many items you currently have, how many you're generating per click, and the price of each upgrade. Two or three upgrades would be fine.

Remember that you need 3 different component types. If you can't figure out how to incorporate a text element, you could have a Canvas with a graphical view of your cookie factory. You could also research other component types that might be appropriate.

Bringing Back Old Assignments

Feel free to go back to old assignments and add a graphical view:

- Assignment 2: Present a GUI view of the three **Parrot** objects, and then allow the user to press buttons and use text fields to manipulate them. If you've written the **Parrot** class well enough, you shouldn't have to change it, except perhaps to add a **draw** method.
- Assignment 4: How about turning the model into a simple dice game that can be played? Use the **DiceCollection** and **Die** objects as part of model, and add a **Game** class to represent the current score for each player. Let the user specify how many dice and sides per die, then have them roll to get the highest number and show the results and the running score graphically.

Optional Extras

As long as you meet the minimum requirements (as stated in the first section) you will be able to get 10/10. However, you are strongly encouraged to think about making something impressive. Think about it as a potential portfolio item that you could show off in a job interview. The sky's the limit. New FX components, graphics, animations, sounds, and other bells and whistles are all encouraged. Impress us!

Handing In

See the due date in Canvas. Hand in by attaching a zipped version of your **.java** (not **.class**) files to the Canvas Assignment.

Evaluation

Your assignment will be evaluated for performance (40%), structure (40%), and documentation (20%) using the rubric in the drop box.