# GROUP 68 JAVAFX PROJECT
## "WILL HERO GAME"

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# DESIGN AND IMPLEMENTATION

Structural approach based on design patterns such as Facade and Singleton along with the concepts from the JAVAFX libraries.With the usage of FXML files along with the use of OOPS achieved working combination of both of them.The usage of FXML files were done using scenebuilder with the usage of API's.This game's implementation deals with a hero named "will" who moves forwards on a mouseclick as set as the medium of ActionEvent  and then on finding the abyss it with the help of gravity class falls down if not moved on and for collision detection with the island and orc there are different methods implemented that deals with the boundary intersections of imageview of the two or more objects. Same is the case with the usage of rockets and throwing knives implemented to kill the orcs in the order of their damages.

# COMPONENTS DONE BY GROUPMATES

### Sushil Kumar Giri(2020139)

1.FXML and GUI

PAUSE_SCREEN,PLAY_SCREEN_GAME_SCREEN,END_SCREEN.

2)Animation: Hero jumping on Main Menu, movement of pause button with player.

3)Use Case Diagram and Class Diagram(50%)

4)Addition of Music in background

5)Serialization And Deserialization.

6)Initializing Classes And Attributes and defining methods.

7)Presentation.

8)Switching of FXML screens using formation of those methods.

### Nittin Yadav(2020093)

1))Use Case Diagram and Class Diagram(50%)

2)Animations: All the interactions of Hero with every other component in the playing screen including weapons, Abyss,islands and Orcs.

3)Provided method declarations inside classes.

4)OOPs implementation from structural approach.

5)initialization of class and attributes.

6)Designed Earlier versions of FXML files.

# BONUS COMPONENTS

1)Restarting of game from starting point can be done.

2) Addition of background music.