

BBM104 - Project Assignment 3 Checklist

| Task | Status |
|---|--------|
| Used JavaFx | |
| Visually there is sky and earth | |
| Drill machine has fuel, storage, and money bank | |
| Machine attributes can be seen in screen | |
| Fuel decreases with movement and with time | |
| Money and haul increase with every collected valuable | |
| Drill machine changes appearances depending on where it is facing | |
| Machine is controlled with arrow keys | |
| Machine cannot drill upwards | |
| There is at least 3 types of valuable mineral and gems | |
| Valuable mineral and gems each have different weights and values | |
| Top of the earth has grass | |
| There are boulders in the borders (except at the top) | |
| Boulders cannot be drilled into | |
| There are lava blocks | |
| Lava destroys the drill and causes game over (red) | |
| Running out of fuel causes game over with collected money (green) | |
| There is gravity | |
| There is more soil than other elements | |
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| Demo Video Link | https://youtu.be/aoMyEuwwOL4 |
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UML Class Diagram

