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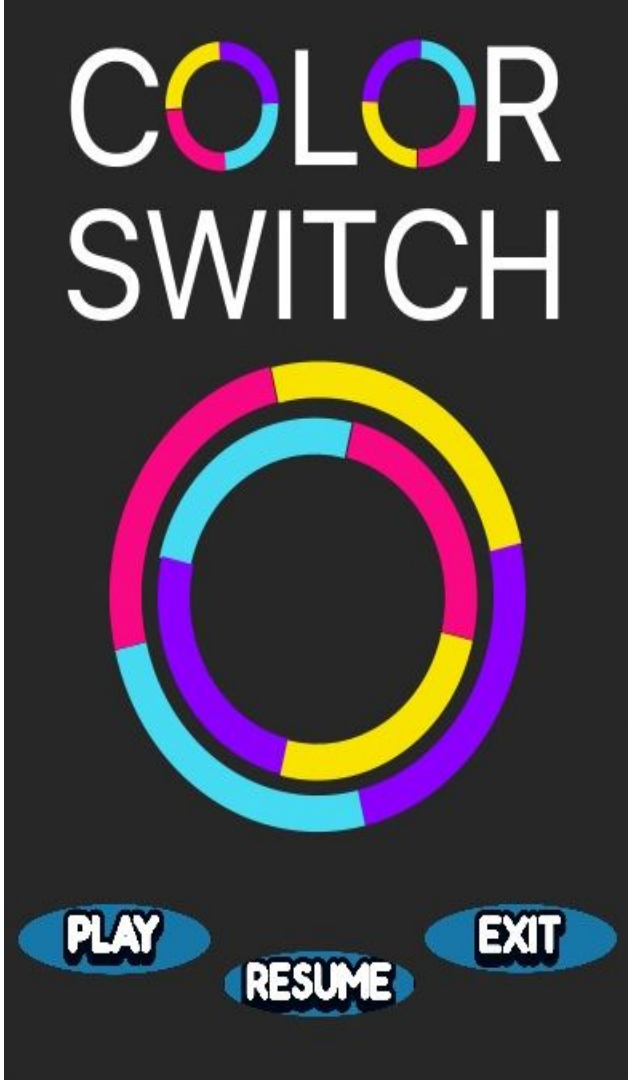
IMPLEMENTATION

- *The main action happens in game.fxml whose controller is game.java.*

- *Initially we were using threads, running them infinitely in background to do various tasks like update scores, ball animations, check constantly for collision etc. but decided to get rid of it and use javafx animation functions like timeline, animation timer.*



- *Threads running in background infinitely puts heavy load on cpu which is bad for an app. Also it was causing some glitches.*

- *To move the ball click on the screen.*
- *To pause the game scroll on the screen.*

- *Pause screen is presented with a save button, which writes the state of the game and objects in a file. While loading the save game all the attributes are red from the file and game is initialised with the same state.*

- *The scene in the game class is made through a scroll pane and a animation timer*

CONTRIBUTION OF EACH MEMBER

Herschelle:

- *Designed UML diagram*
- *Implemented gravity for the ball and collision animation*
- *Implemented save, load, pause functionality.*
- *Added jump, gameover sound*

Puneet:

- *Designed usecase diagram*
- *Designed the obstacles*
- *Implemented jump animation of the ball*
- *Designed and structured the layout of various screens(Gameover screen, mainscreen etc)*
- *Implemented functionality of buttons*