BBM104 - Project Assignment 3 Checklist

Task	Status
Used JavaFx	yes
Visually there is sky and earth	yes
Drill machine has fuel, storage, and money bank	yes
Machine attributes can be seen in screen. **for multiplayer it is separated**	yes
Fuel decreases with movement and with time. **for multiplayer it is separated**	yes
Money and haul increase with every collected valuable **for multiplayer it is separated**	yes
Drill machine changes appearances depending on where it is facing. *(BTW it is animated. I mean every movement shows random pictures, but it isn't clear to see so much.)*	yes
Machine is controlled with arrow keys **Player 2 controls with WASD**	yes
Machine cannot drill upwards	yes
There is at least 3 types of valuable mineral and gems	yes
Valuable mineral and gems each have different weights and values	yes
Top of the earth has grass	yes
There are boulders in the borders (except at the top)	yes
Boulders cannot be drilled into	yes
There are lava blocks	yes
Lava destroys the drill and causes game over (red)	yes
Running out of fuel causes game over with collected money (green) **for multiplayer running out fuel causes cut out. and when both drills run out of fuel causes game over green**	yes
There is gravity	yes
There is more soil than other elements	yes
EXTRAS: *I'm not sure that it's counted as an extra but every block and drill pictures(I denoted this above) is picked random so it's looks more natural.* **Game has single player and multiplayer option.**	

Single player version obeys all checklist.	
Multiplayer version optimized and marked above.	
Demo Video Link	https://youtu.be/Z6cXAuoaGnw	

UML Class Diagram