BBM104 - Project Assignment 3 Checklist

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| 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 | YES |
| Fuel decreases with movement and with time | YES |
| Money and haul increase with every collected valuable | YES |
| Drill machine changes appearances depending on where it is facing | YES |
| Machine is controlled with arrow keys | 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) | YES |
| There is gravity | YES |
| There is more soil than other elements | YES |
| Drill consumes gasoline with every movement. It consumes more gas while flying and mining. | Added |
| While the drill is flying in the sky (the top layer), it uses the flying drill’s assets. | Added |
| Ability to close the game with the "ESCAPE" button at the end of the game screen. | Added |

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| **Demo Video Link** | https://youtu.be/aFnOB5B6ZCQ |

UML Class Diagram

The diagram got a little messy because I didn't design my code well enough. For this reason, I wanted to make a simple diagram by only touching on whether the classes include each other or not. I hope you can easily understand the structure I designed.

A diagram of a company

Description automatically generated

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