

### *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	

<b>Demo Video Link</b>	
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## *UML Class Diagram*

