

## BBM104 - Project Assignment 3 Checklist

Task	Status
Used JavaFx	X
Visually there is sky and earth	X
Drill machine has fuel, storage, and money bank	X
Machine attributes can be seen in screen	X
Fuel decreases with movement and with time	X
Money and haul increase with every collected valuable	X
Drill machine changes appearances depending on where it is facing	X
Machine is controlled with arrow keys	X
Machine cannot drill upwards	X
There is at least 3 types of valuable mineral and gems	X
Valuable mineral and gems each have different weights and values	X
Top of the earth has grass	X
There are boulders in the borders (except at the top)	X
Boulders cannot be drilled into	X
There are lava blocks	X
Lava destroys the drill and causes game over (red)	X
Running out of fuel causes game over with collected money (green)	X
There is gravity	X
There is more soil than other elements	X
Add drill and button sound.	X
Put restart button at the end of the game	X
Provide randomness in the game by changing the number and order of mines and lava in the game.	X

<b>Demo Video Link</b>	<a href="https://www.youtube.com/watch?v=C0uVn1_kumw">https://www.youtube.com/watch?v=C0uVn1_kumw</a>
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## UML Class Diagram

