BBM104 - Project Assignment 3 Checklist

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| 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 |

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| **Demo Video Link** | https://www.youtube.com/watch?v=C0uVn1\_kumw |

UML Class Diagram

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| A screenshot of a computer program  Description automatically generated |