

COLOR SWITCH

Advanced Programming
Major Project

Made with ❤️ by team 22



DESIGN & IMPLEMENTATION -1

- 1 ball, 4 colours, 3 obstacles, lots of fun!
- Jump through mouse click
- Collect stars attached to each obstacle
- The AnchorPane doesn't move itself, rather, new obstacles are summoned randomly and the ball wraps around the screen
- Pause implemented via serialization
- Set a new high score and make Solor Kweech the happiest spaceman alive!



Design & Implementation -2

Gameplay

Jump through mouse click and avoid hitting obstacle parts with colours different than the ball.

About

javaFX version of the classic game color switch, called Kolor Sweech, made for spaceman Solor Kweech

On Resurrection

if you collide by mistake, we got you covered. Resurrect for just 2 stars. Remember, when you use 2 stars your score also reduces by 2. Be careful what you choose. Offer for limited time period only :)

TEAM & WORK



- Planning of static layouts and UML diagrams
- Implementation of Obstacles and Ball
- Design and Implementation of game logic
- Implementation of save game feature
- Worked on all aspects

-Hardik Garg (2019040)



- Static Layouts
- Colour scheme and obstacle planning
- Design and implementation of star along with collision
- Implemented score updation
- Worked on all aspects

-Ayush Goyal(2019236)

Bonus Components

SOUND

Added sounds for jump, star collection and collision

HIGH SCORE

Maintain and display a universal high score across all sessions on the main screen

RANDOM SPAWNING

On resurrection, the ball spawns at random position below its current position which varies with time



The best game for
retired spacemen

Thank
you