## Kyle Carney

## CSC 1051-2

## Project 8

## I had a lot of fun completing project 8. I tried to think of something creative that would utilize all of the requirements, and I specifically came up with Pacman because of how it would incorporate for loops in printing the dots. I felt overwhelmed initially, but I was very organized in my approach. I first hand drew a group hierarchy to see what types of groups and shapes I would need to complete the project. Next, I used graph paper to draw out my complete project. I then came up with a scale to use for the project, and it made it very easy to write the code. I learned a lot and I really liked the open-ended aspect of the project.

## There weren’t really problems I experienced with the project, but there are things that I know I could improve. For instance, I set fills, stroke widths, and stroke colors for every single element. I have to think that there is an easier way such as creating groups and then assigning the groups with the specific fills, widths, and colors but I did not figure out how to do that and I was eager to get everything displayed. I would also break my groups down even farther. I would make each element a group, but I simply ran out of time. I did group many things together, but I definitely would have broken it down even more to each specific element such as every individual monster, pacman, etc. Overall, I had a lot of fun and learned a lot and really liked utilizing JavaFX.

## Source Code

## 1 //\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* 2 // Art.Java Author: Kyle Carney 3 // 4 // Project 8 5 //\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* 6 import java.util.Random; 7 import javafx.application.Application; 8 import javafx.stage.Stage; 9 import javafx.scene.Group; 10 import javafx.scene.Scene; 11 import javafx.scene.paint.Color; 12 import javafx.scene.text.Text; 13 import javafx.scene.shape.\*; 14 15 public class Art extends Application 16 { 17 //-------------------------------------------------------------------- 18 // Presents Pacman scene 19 //-------------------------------------------------------------------- 20 public void start(Stage primaryStage) 21 { 22 23 // Ready text 24 Text ready = new Text(245, 368, "READY!"); 25 ready.setFill(Color.YELLOW); 26 ready.setStyle("-fx-font: 25 Arial"); 27 28 29 //random 30 Random rand = new Random(); 31 //random r g b 32 int r = rand.nextInt(255); 33 int g = rand.nextInt(255); 34 int b = rand.nextInt(255); 35 //Create randomBackground color 36 Color background = Color.rgb(r, g, b); 37 38 //Group highScore 39 Group highScore = new Group(); 40 //High Score text 41 Text highScoreText = new Text(100, 24, "HIGH SCORE"); 42 highScoreText.setFill(Color.WHITE); 43 highScoreText.setStyle("-fx-font: 18 Arial"); 44 highScore.getChildren().add(highScoreText); 45 46 //High score text 47 Text highScoreNumber = new Text(170, 42, "0000"); 48 highScoreNumber.setFill(Color.WHITE); 49 highScoreNumber.setStyle("-fx-font: 18 Arial"); 50 highScore.getChildren().add(highScoreNumber); 51 52 //Pacman circle 53 Circle pacman = new Circle(r, 480, 15); 54 pacman.setFill(Color.YELLOW); 55 56 //Group pacTriangles for cutout in pacman 57 Group pacTriangles = new Group(); 58 //Pacman2 59 Circle pacman2 = new Circle(60, 640, 15); 60 pacman2.setFill(Color.YELLOW); 61 //Triangle for pacman2 62 Polygon triangle1 = new Polygon(); 63 triangle1.getPoints().addAll(45.0,623.0,62.0,640.0,45.0,657.0); 64 triangle1.setFill(background); 65 triangle1.setStroke(background); 66 pacTriangles.getChildren().add(triangle1); 67 68 //Pacman3 69 Circle pacman3 = new Circle(95, 640, 15); 70 pacman3.setFill(Color.YELLOW); 71 //Triangle for pacman3 72 Polygon triangle2 = new Polygon(); 73 triangle2.getPoints().addAll(80.0,623.0,97.0,640.0,80.0,657.0); 74 triangle2.setFill(background); 75 triangle2.setStroke(background); 76 pacTriangles.getChildren().add(triangle2); 77 78 //new group monster 79 Group monsters = new Group(); 80 81 //monster1 Group 82 83 //monster1 84 Ellipse monster1 = new Ellipse(242, 320, 12, 12); 85 monster1.setFill(Color.ORANGE); 86 monster1.setStroke(Color.ORANGE); 87 monsters.getChildren().add(monster1); 88 //monster1 left eye 89 Ellipse rightEyeMonster1 = new Ellipse(237,318,3,4); 90 rightEyeMonster1.setFill(Color.WHITE); 91 rightEyeMonster1.setStroke(Color.WHITE); 92 monsters.getChildren().add(rightEyeMonster1); 93 //monster1 right eye color 94 Ellipse rightEyeMonster11 = new Ellipse(236,319,1,2); 95 rightEyeMonster11.setFill(Color.BLUE); 96 rightEyeMonster11.setStroke(Color.BLUE); 97 monsters.getChildren().add(rightEyeMonster11); 98 //monster1 right eye 99 Ellipse leftEyeMonster1 = new Ellipse(247,318,3,4); 100 leftEyeMonster1.setFill(Color.WHITE); 101 leftEyeMonster1.setStroke(Color.WHITE); 102 monsters.getChildren().add(leftEyeMonster1); 103 //monster1 left eye color 104 Ellipse rightEyeMonster12 = new Ellipse(246,319,1,2); 105 rightEyeMonster12.setFill(Color.BLUE); 106 rightEyeMonster12.setStroke(Color.BLUE); 107 monsters.getChildren().add(rightEyeMonster12); 108 //bottom triangles for monster1 109 //triangle1 monster1 110 Polygon triangle1Monster1 = new Polygon(); 111 triangle1Monster1.getPoints().addAll(230.0,324.0,230.0,336.0,240.0,325.0); 112 triangle1Monster1.setFill(Color.ORANGE); 113 triangle1Monster1.setStroke(Color.ORANGE); 114 pacTriangles.getChildren().add(triangle1Monster1); 115 //triangle1 monster1 116 Polygon triangle2Monster1 = new Polygon(); 117 triangle2Monster1.getPoints().addAll(235.0,325.0,239.0,336.0,250.0,325.0); 118 triangle2Monster1.setFill(Color.ORANGE); 119 triangle2Monster1.setStroke(Color.ORANGE); 120 pacTriangles.getChildren().add(triangle2Monster1); 121 //triangle3 monster1 122 Polygon triangle3Monster1 = new Polygon(); 123 triangle3Monster1.getPoints().addAll(240.0,325.0,249.0,336.0,253.0,325.0); 124 triangle3Monster1.setFill(Color.ORANGE); 125 triangle3Monster1.setStroke(Color.ORANGE); 126 pacTriangles.getChildren().add(triangle3Monster1); 127 //triangle4 monster1 128 Polygon triangle4Monster1 = new Polygon(); 129 triangle4Monster1.getPoints().addAll(242.0,323.0,257.0,336.0,254.0,322.0); 130 triangle4Monster1.setFill(Color.ORANGE); 131 triangle4Monster1.setStroke(Color.ORANGE); 132 pacTriangles.getChildren().add(triangle4Monster1); 133 134 //monster2 135 Ellipse monster2 = new Ellipse(274, 320, 12, 12); 136 monster2.setFill(Color.RED); 137 monster2.setStroke(Color.RED); 138 monsters.getChildren().add(monster2); 139 //monster2 left eye 140 Ellipse rightEyeMonster2 = new Ellipse(270,318,3,4); 141 rightEyeMonster2.setFill(Color.WHITE); 142 rightEyeMonster2.setStroke(Color.WHITE); 143 monsters.getChildren().add(rightEyeMonster2); 144 //monster2 right eye color 145 Ellipse rightEyeMonster21 = new Ellipse(272,319,1,2); 146 rightEyeMonster21.setFill(Color.BLUE); 147 rightEyeMonster21.setStroke(Color.BLUE); 148 monsters.getChildren().add(rightEyeMonster21); 149 //monster2 right eye 150 Ellipse leftEyeMonster2 = new Ellipse(280,318,3,4); 151 leftEyeMonster2.setFill(Color.WHITE); 152 leftEyeMonster2.setStroke(Color.WHITE); 153 monsters.getChildren().add(leftEyeMonster2); 154 //monster2 left eye color 155 Ellipse rightEyeMonster22 = new Ellipse(282,319,1,2); 156 rightEyeMonster22.setFill(Color.BLUE); 157 rightEyeMonster22.setStroke(Color.BLUE); 158 monsters.getChildren().add(rightEyeMonster22); 159 //triangle1 monster2 160 Polygon triangle1Monster2 = new Polygon(); 161 triangle1Monster2.getPoints().addAll(262.0,323.0,261.0,337.0,273.0,323.0); 162 triangle1Monster2.setFill(Color.RED); 163 triangle1Monster2.setStroke(Color.RED); 164 pacTriangles.getChildren().add(triangle1Monster2); 165 //triangle2 monster2 166 Polygon triangle2Monster2 = new Polygon(); 167 triangle2Monster2.getPoints().addAll(265.0,323.0,271.0,336.0,280.0,323.0); 168 triangle2Monster2.setFill(Color.RED); 169 triangle2Monster2.setStroke(Color.RED); 170 pacTriangles.getChildren().add(triangle2Monster2); 171 //triangle3 monster2 172 Polygon triangle3Monster2 = new Polygon(); 173 triangle3Monster2.getPoints().addAll(272.0,323.0,279.0,337.0,285.0,323.0); 174 triangle3Monster2.setFill(Color.RED); 175 triangle3Monster2.setStroke(Color.RED); 176 pacTriangles.getChildren().add(triangle3Monster2); 177 //triangle4 monster2 178 Polygon triangle4Monster2 = new Polygon(); 179 triangle4Monster2.getPoints().addAll(275.0,323.0,288.0,337.0,286.0,323.0); 180 triangle4Monster2.setFill(Color.RED); 181 triangle4Monster2.setStroke(Color.RED); 182 pacTriangles.getChildren().add(triangle4Monster2); 183 184 //monster3 185 Ellipse monster3 = new Ellipse(306, 320, 12, 12); 186 monster3.setFill(Color.PINK); 187 monster3.setStroke(Color.PINK); 188 monsters.getChildren().add(monster3); 189 //monster3 left eye 190 Ellipse rightEyeMonster3 = new Ellipse(310,318,3,4); 191 rightEyeMonster3.setFill(Color.WHITE); 192 rightEyeMonster3.setStroke(Color.WHITE); 193 monsters.getChildren().add(rightEyeMonster3); 194 //monster3 right eye 195 Ellipse leftEyeMonster3 = new Ellipse(301,318,3,4); 196 leftEyeMonster3.setFill(Color.WHITE); 197 leftEyeMonster3.setStroke(Color.WHITE); 198 monsters.getChildren().add(leftEyeMonster3); 199 //monster3 right eye color 200 Ellipse rightEyeMonster31 = new Ellipse(300,317,1,2); 201 rightEyeMonster31.setFill(Color.BLUE); 202 rightEyeMonster31.setStroke(Color.BLUE); 203 monsters.getChildren().add(rightEyeMonster31); 204 //monster3 left eye color 205 Ellipse rightEyeMonster32 = new Ellipse(308,317,1,2); 206 rightEyeMonster32.setFill(Color.BLUE); 207 rightEyeMonster32.setStroke(Color.BLUE); 208 monsters.getChildren().add(rightEyeMonster32); 209 //triangle1 monster3 210 Polygon triangle1Monster3 = new Polygon(); 211 triangle1Monster3.getPoints().addAll(294.0,323.0,292.0,337.0,305.0,323.0); 212 triangle1Monster3.setFill(Color.PINK); 213 triangle1Monster3.setStroke(Color.PINK); 214 pacTriangles.getChildren().add(triangle1Monster3); 215 //triangle2 monster3 216 Polygon triangle2Monster3 = new Polygon(); 217 triangle2Monster3.getPoints().addAll(297.0,323.0,302.0,337.0,312.0,323.0); 218 triangle2Monster3.setFill(Color.PINK); 219 triangle2Monster3.setStroke(Color.PINK); 220 pacTriangles.getChildren().add(triangle2Monster3); 221 //triangle3 monster3 222 Polygon triangle3Monster3 = new Polygon(); 223 triangle3Monster3.getPoints().addAll(303.0,323.0,310.0,337.0,317.0,323.0); 224 triangle3Monster3.setFill(Color.PINK); 225 triangle3Monster3.setStroke(Color.PINK); 226 pacTriangles.getChildren().add(triangle3Monster3); 227 //triangle4 monster3 228 Polygon triangle4Monster3 = new Polygon(); 229 triangle4Monster3.getPoints().addAll(305.0,323.0,320.0,337.0,318.0,323.0); 230 triangle4Monster3.setFill(Color.PINK); 231 triangle4Monster3.setStroke(Color.PINK); 232 pacTriangles.getChildren().add(triangle4Monster3); 233 234 //monster4 235 Ellipse monster4 = new Ellipse(338, 321, 12, 12); 236 monster4.setFill(Color.LIGHTGREEN); 237 monster4.setStroke(Color.LIGHTGREEN); 238 monsters.getChildren().add(monster4); 239 //monster3 left eye 240 Ellipse rightEyeMonster4 = new Ellipse(332,318,3,4); 241 rightEyeMonster4.setFill(Color.WHITE); 242 rightEyeMonster4.setStroke(Color.WHITE); 243 monsters.getChildren().add(rightEyeMonster4); 244 //monster3 right eye 245 Ellipse leftEyeMonster4 = new Ellipse(343,318,3,4); 246 leftEyeMonster4.setFill(Color.WHITE); 247 leftEyeMonster4.setStroke(Color.WHITE); 248 monsters.getChildren().add(leftEyeMonster4); 249 //monster3 right eye color 250 Ellipse rightEyeMonster41 = new Ellipse(333,317,1,2); 251 rightEyeMonster41.setFill(Color.BLUE); 252 rightEyeMonster41.setStroke(Color.BLUE); 253 monsters.getChildren().add(rightEyeMonster41); 254 //monster3 left eye color 255 Ellipse rightEyeMonster42 = new Ellipse(344,317,1,2); 256 rightEyeMonster42.setFill(Color.BLUE); 257 rightEyeMonster42.setStroke(Color.BLUE); 258 monsters.getChildren().add(rightEyeMonster42); 259 //triangle1 monster4 260 Polygon triangle1Monster4 = new Polygon(); 261 triangle1Monster4.getPoints().addAll(326.0,323.0,325.0,337.0,338.0,323.0); 262 triangle1Monster4.setFill(Color.LIGHTGREEN); 263 triangle1Monster4.setStroke(Color.LIGHTGREEN); 264 pacTriangles.getChildren().add(triangle1Monster4); 265 //triangle2 monster4 266 Polygon triangle2Monster4 = new Polygon(); 267 triangle2Monster4.getPoints().addAll(328.0,323.0,333.0,337.0,341.0,323.0); 268 triangle2Monster4.setFill(Color.LIGHTGREEN); 269 triangle2Monster4.setStroke(Color.LIGHTGREEN); 270 pacTriangles.getChildren().add(triangle2Monster4); 271 //triangle3 monster4 272 Polygon triangle3Monster4 = new Polygon(); 273 triangle3Monster4.getPoints().addAll(335.0,323.0,342.0,337.0,350.0,323.0); 274 triangle3Monster4.setFill(Color.LIGHTGREEN); 275 triangle3Monster4.setStroke(Color.LIGHTGREEN); 276 pacTriangles.getChildren().add(triangle3Monster4); 277 //triangle4 monster4 278 Polygon triangle4Monster4 = new Polygon(); 279 triangle4Monster4.getPoints().addAll(338.0,323.0,352.0,337.0,350.0,323.0); 280 triangle4Monster4.setFill(Color.LIGHTGREEN); 281 triangle4Monster4.setStroke(Color.LIGHTGREEN); 282 pacTriangles.getChildren().add(triangle4Monster4); 283 284 //Group: bonusDots 285 Group bonusDots = new Group(); 286 //Top left bonus dot 287 Circle bonusDot = new Circle(40,120,8); 288 bonusDot.setFill(Color.WHITE); 289 bonusDots.getChildren().add(bonusDot); 290 //Top right bonus dot 291 Circle bonusDot2 = new Circle(540,120,8); 292 bonusDot2.setFill(Color.WHITE); 293 bonusDots.getChildren().add(bonusDot2); 294 //Bottom left bonus dot 295 Circle bonusDot3 = new Circle(40,480,8); 296 bonusDot3.setFill(Color.WHITE); 297 bonusDots.getChildren().add(bonusDot3); 298 //Bottom right bonus dot 299 Circle bonusDot4 = new Circle(540,480,8); 300 bonusDot4.setFill(Color.WHITE); 301 bonusDots.getChildren().add(bonusDot4); 302 303 //\*Group: dots 304 Group whiteDots = new Group(); 305 //Dots top left horizontal 306 int x = 40; 307 int y = 80; 308 for (int i=0;i<12;i++) { 309 Circle dot = new Circle(x, y, 3); 310 dot.setFill(Color.WHITE); 311 whiteDots.getChildren().add(dot); 312 x=x+20; 313 y=80; 314 } 315 //Dots top left vertical 7 dots 316 x = 40; 317 y = 100; 318 for (int i=0;i<7;i++) { 319 Circle dot = new Circle(x, y, 3); 320 dot.setFill(Color.WHITE); 321 whiteDots.getChildren().add(dot); 322 y=y+20; 323 } 324 //Dots left vertical 23 325 x = 140; 326 y = 100; 327 for (int i=0;i<23;i++) { 328 Circle dot = new Circle(x, y, 3); 329 dot.setFill(Color.WHITE); 330 whiteDots.getChildren().add(dot); 331 y=y+20; 332 } 333 //Dots right vertical 25 334 x = 440; 335 y = 100; 336 for (int i=0;i<23;i++) { 337 Circle dot = new Circle(x, y, 3); 338 dot.setFill(Color.WHITE); 339 whiteDots.getChildren().add(dot); 340 y=y+20; 341 } 342 //Dots bottom 25 dots 343 x = 40; 344 y = 600; 345 for (int i=0;i<25;i++) { 346 Circle dot = new Circle(x, y, 3); 347 dot.setFill(Color.WHITE); 348 whiteDots.getChildren().add(dot); 349 x=x+20; 350 } 351 //Dots top left middle horizontal 25 dots 352 x = 60; 353 y = 160; 354 for (int i=0;i<25;i++) { 355 Circle dot = new Circle(x, y, 3); 356 dot.setFill(Color.WHITE); 357 whiteDots.getChildren().add(dot); 358 x=x+20; 359 } 360 //Dots top left bottom horizontal 4 dots 361 x = 60; 362 y = 220; 363 for (int i=0;i<4;i++) { 364 Circle dot = new Circle(x, y, 3); 365 dot.setFill(Color.WHITE); 366 whiteDots.getChildren().add(dot); 367 x=x+20; 368 } 369 //Dots top left right vertical 3 dots 370 x = 260; 371 y = 100; 372 for (int i=0;i<3;i++) { 373 Circle dot = new Circle(x, y, 3); 374 dot.setFill(Color.WHITE); 375 whiteDots.getChildren().add(dot); 376 y=y+20; 377 } 378 //Dots top right horizontal 12 dots 379 x = 320; 380 y = 80; 381 for (int i=0;i<12;i++) { 382 Circle dot = new Circle(x, y, 3); 383 dot.setFill(Color.WHITE); 384 whiteDots.getChildren().add(dot); 385 x=x+20; 386 } 387 //Dots top right vertical 8 dots 388 x = 540; 389 y = 80; 390 for (int i=0;i<8;i++) { 391 Circle dot = new Circle(x, y, 3); 392 dot.setFill(Color.WHITE); 393 whiteDots.getChildren().add(dot); 394 y=y+20; 395 } 396 //Dots top right left vertical 4 dots 397 x = 320; 398 y = 80; 399 for (int i=0;i<4;i++) { 400 Circle dot = new Circle(x, y, 3); 401 dot.setFill(Color.WHITE); 402 whiteDots.getChildren().add(dot); 403 y=y+20; 404 } 405 //Dots top right bottom horizontal 4 dots 406 x = 460; 407 y = 220; 408 for (int i=0;i<4;i++) { 409 Circle dot = new Circle(x, y, 3); 410 dot.setFill(Color.WHITE); 411 whiteDots.getChildren().add(dot); 412 x=x+20; 413 } 414 //Dots top left right horizontal vertical 4 dots 415 x = 200; 416 y = 160; 417 for (int i=0;i<4;i++) { 418 Circle dot = new Circle(x, y, 3); 419 dot.setFill(Color.WHITE); 420 whiteDots.getChildren().add(dot); 421 y=y+20; 422 } 423 //Dots top right left horizontal vertical 4 dots 424 x = 380; 425 y = 160; 426 for (int i=0;i<4;i++) { 427 Circle dot = new Circle(x, y, 3); 428 dot.setFill(Color.WHITE); 429 whiteDots.getChildren().add(dot); 430 y=y+20; 431 } 432 //Dots top middle left horizontal 3 dots 433 x = 220; 434 y = 220; 435 for (int i=0;i<3;i++) { 436 Circle dot = new Circle(x, y, 3); 437 dot.setFill(Color.WHITE); 438 whiteDots.getChildren().add(dot); 439 x=x+20; 440 } 441 //Dots top middle right horizontal 3 dots 442 x = 320; 443 y = 220; 444 for (int i=0;i<3;i++) { 445 Circle dot = new Circle(x, y, 3); 446 dot.setFill(Color.WHITE); 447 whiteDots.getChildren().add(dot); 448 x=x+20; 449 } 450 //Dots bottom right horizontal 451 x = 440; 452 y = 540; 453 for (int i=0;i<6;i++) { 454 Circle dot = new Circle(x, y, 3); 455 dot.setFill(Color.WHITE); 456 whiteDots.getChildren().add(dot); 457 x=x+20; 458 } 459 //Dots bottom horizontal left 12 dots 460 x = 40; 461 y = 420; 462 for (int i=0;i<12;i++) { 463 Circle dot = new Circle(x, y, 3); 464 dot.setFill(Color.WHITE); 465 whiteDots.getChildren().add(dot); 466 x=x+20; 467 } 468 //Dots bottom horizontal right 12 dots 469 x = 320; 470 y = 420; 471 for (int i=0;i<12;i++) { 472 Circle dot = new Circle(x, y, 3); 473 dot.setFill(Color.WHITE); 474 whiteDots.getChildren().add(dot); 475 x=x+20; 476 } 477 //Dots bottom left vertical 3 dots 478 x = 40; 479 y = 420; 480 for (int i=0;i<3;i++) { 481 Circle dot = new Circle(x, y, 3); 482 dot.setFill(Color.WHITE); 483 whiteDots.getChildren().add(dot); 484 y=y+20; 485 } 486 //Dots bottom right vertical 3 dots 487 x = 540; 488 y = 420; 489 for (int i=0;i<3;i++) { 490 Circle dot = new Circle(x, y, 3); 491 dot.setFill(Color.WHITE); 492 whiteDots.getChildren().add(dot); 493 y=y+20; 494 } 495 //Dots bottom left vertical 3 dots 496 x = 500; 497 y = 480; 498 for (int i=0;i<3;i++) { 499 Circle dot = new Circle(x, y, 3); 500 dot.setFill(Color.WHITE); 501 whiteDots.getChildren().add(dot); 502 y=y+20; 503 } 504 //Dots bottom right vertical 3 dots 505 x = 80; 506 y = 480; 507 for (int i=0;i<3;i++) { 508 Circle dot = new Circle(x, y, 3); 509 dot.setFill(Color.WHITE); 510 whiteDots.getChildren().add(dot); 511 y=y+20; 512 } 513 //Dots bottom left horizontal 4 dots 514 x = 60; 515 y = 540; 516 for (int i=0;i<4;i++) { 517 Circle dot = new Circle(x, y, 3); 518 dot.setFill(Color.WHITE); 519 whiteDots.getChildren().add(dot); 520 x=x+20; 521 } 522 //Dots bottom left vertical 4 dots 523 x = 40; 524 y = 540; 525 for (int i=0;i<4;i++) { 526 Circle dot = new Circle(x, y, 3); 527 dot.setFill(Color.WHITE); 528 whiteDots.getChildren().add(dot); 529 y=y+20; 530 } 531 //Dots bottom right vertical 3 dots 532 x = 540; 533 y = 560; 534 for (int i=0;i<3;i++) { 535 Circle dot = new Circle(x, y, 3); 536 dot.setFill(Color.WHITE); 537 whiteDots.getChildren().add(dot); 538 y=y+20; 539 } 540 //Dots bottom middle left vertical 4 dots 541 x = 260; 542 y = 540; 543 for (int i=0;i<4;i++) { 544 Circle dot = new Circle(x, y, 3); 545 dot.setFill(Color.WHITE); 546 whiteDots.getChildren().add(dot); 547 y=y+20; 548 } 549 //Dots bottom middle right vertical 4 dots 550 x = 320; 551 y = 540; 552 for (int i=0;i<4;i++) { 553 Circle dot = new Circle(x, y, 3); 554 dot.setFill(Color.WHITE); 555 whiteDots.getChildren().add(dot); 556 y=y+20; 557 } 558 //Dots bottom middle right horizontal 2 dots 559 x = 60; 560 y = 480; 561 for (int i=0;i<2;i++) { 562 Circle dot = new Circle(x, y, 3); 563 dot.setFill(Color.WHITE); 564 whiteDots.getChildren().add(dot); 565 x=x+20; 566 } 567 //Dots bottom middle right horizontal 2 dots 568 x = 500; 569 y = 480; 570 for (int i=0;i<2;i++) { 571 Circle dot = new Circle(x, y, 3); 572 dot.setFill(Color.WHITE); 573 whiteDots.getChildren().add(dot); 574 x=x+20; 575 } 576 //Dots middle bottom left horizontal 4 dots 577 x = 160; 578 y = 480; 579 for (int i=0;i<6;i++) { 580 Circle dot = new Circle(x, y, 3); 581 dot.setFill(Color.WHITE); 582 whiteDots.getChildren().add(dot); 583 x=x+20; 584 } 585 //Dots middle bottom right horizontal 4 dots 586 x = 320; 587 y = 480; 588 for (int i=0;i<6;i++) { 589 Circle dot = new Circle(x, y, 3); 590 dot.setFill(Color.WHITE); 591 whiteDots.getChildren().add(dot); 592 x=x+20; 593 } 594 //Dots middle bottom right horizontal 4 dots 595 x = 320; 596 y = 480; 597 for (int i=0;i<4;i++) { 598 Circle dot = new Circle(x, y, 3); 599 dot.setFill(Color.WHITE); 600 whiteDots.getChildren().add(dot); 601 x=x+20; 602 } 603 //Dots middle bottom left horizontal 4 dots 604 x = 200; 605 y = 540; 606 for (int i=0;i<4;i++) { 607 Circle dot = new Circle(x, y, 3); 608 dot.setFill(Color.WHITE); 609 whiteDots.getChildren().add(dot); 610 x=x+20; 611 } 612 //Dots middle bottom left horizontal 4 dots 613 x = 320; 614 y = 540; 615 for (int i=0;i<4;i++) { 616 Circle dot = new Circle(x, y, 3); 617 dot.setFill(Color.WHITE); 618 whiteDots.getChildren().add(dot); 619 x=x+20; 620 } 621 //Dots middle bottom left vertical 4 dots 622 x = 200; 623 y = 480; 624 for (int i=0;i<4;i++) { 625 Circle dot = new Circle(x, y, 3); 626 dot.setFill(Color.WHITE); 627 whiteDots.getChildren().add(dot); 628 y=y+20; 629 } 630 //Dots middle bottom right vetical 4 dots 631 x = 380; 632 y = 480; 633 for (int i=0;i<4;i++) { 634 Circle dot = new Circle(x, y, 3); 635 dot.setFill(Color.WHITE); 636 whiteDots.getChildren().add(dot); 637 y=y+20; 638 } 639 //Dots middle bottom left vetical 4 dots 640 x = 260; 641 y = 420; 642 for (int i=0;i<4;i++) { 643 Circle dot = new Circle(x, y, 3); 644 dot.setFill(Color.WHITE); 645 whiteDots.getChildren().add(dot); 646 y=y+20; 647 } 648 //Dots middle bottom right vetical 4 dots 649 x = 320; 650 y = 420; 651 for (int i=0;i<4;i++) { 652 Circle dot = new Circle(x, y, 3); 653 dot.setFill(Color.WHITE); 654 whiteDots.getChildren().add(dot); 655 y=y+20; 656 } 657 658 //\*Group: boardBoxes 659 Group boardBoxes = new Group(); 660 //boardBox1 top left 661 Rectangle boardBox1 = new Rectangle(60,100, 60, 40); 662 boardBox1.setStroke(Color.BLUE); 663 boardBox1.setFill(background); 664 boardBox1.setStrokeWidth(3); 665 boardBoxes.getChildren().add(boardBox1); 666 //boardBox2 top left bottom 667 Rectangle boardBox2 = new Rectangle(60,180, 60, 20); 668 boardBox2.setStroke(Color.BLUE); 669 boardBox2.setFill(background); 670 boardBox2.setStrokeWidth(3); 671 boardBoxes.getChildren().add(boardBox2); 672 //boardBox3 top left right 673 Rectangle boardBox3 = new Rectangle(160,100, 80, 40); 674 boardBox3.setStroke(Color.BLUE); 675 boardBox3.setFill(background); 676 boardBox3.setStrokeWidth(3); 677 boardBoxes.getChildren().add(boardBox3); 678 //boardBox4 top right left 679 Rectangle boardBox4 = new Rectangle(340, 100, 80, 40); 680 boardBox4.setStroke(Color.BLUE); 681 boardBox4.setFill(background); 682 boardBox4.setStrokeWidth(3); 683 boardBoxes.getChildren().add(boardBox4); 684 //boardBox5 top right right 685 Rectangle boardBox5 = new Rectangle(460, 100, 60, 40); 686 boardBox5.setStroke(Color.BLUE); 687 boardBox5.setFill(background); 688 boardBox5.setStrokeWidth(3); 689 boardBoxes.getChildren().add(boardBox5); 690 //boardBox6 top right bottom 691 Rectangle boardBox6 = new Rectangle(460, 180, 60, 20); 692 boardBox6.setStroke(Color.BLUE); 693 boardBox6.setFill(background); 694 boardBox6.setStrokeWidth(3); 695 boardBoxes.getChildren().add(boardBox6); 696 //boardBox7 middle right 697 Rectangle boardBox7 = new Rectangle(400, 340, 20, 60); 698 boardBox7.setStroke(Color.BLUE); 699 boardBox7.setFill(background); 700 boardBox7.setStrokeWidth(3); 701 boardBoxes.getChildren().add(boardBox7); 702 //boardBox8 middle left 703 Rectangle boardBox8 = new Rectangle(160, 340, 20, 60); 704 boardBox8.setStroke(Color.BLUE); 705 boardBox8.setFill(background); 706 boardBox8.setStrokeWidth(3); 707 boardBoxes.getChildren().add(boardBox8); 708 //boardBox9 bottom left 709 Rectangle boardBox9 = new Rectangle(160, 440, 80, 20); 710 boardBox9.setStroke(Color.BLUE); 711 boardBox9.setFill(background); 712 boardBox9.setStrokeWidth(3); 713 boardBoxes.getChildren().add(boardBox9); 714 //boardBox10 bottom right 715 Rectangle boardBox10 = new Rectangle(340, 440, 80, 20); 716 boardBox10.setStroke(Color.BLUE); 717 boardBox10.setFill(background); 718 boardBox10.setStrokeWidth(3); 719 boardBoxes.getChildren().add(boardBox10); 720 721 //Pacman 722 Circle dot = new Circle(240, 240, 15); 723 pacman.setFill(Color.YELLOW); 724 725 726 //Board outline 727 Group board = new Group(); 728 //Line1 top left vertical 729 Line boardLine = new Line(20,60,20,240); 730 boardLine.setStroke(Color.BLUE); 731 boardLine.setStrokeWidth(3); 732 board.getChildren().add(boardLine); 733 //Line2 top left horizontal 734 Line boardLine2 = new Line(20,60,280,60); 735 boardLine2.setStroke(Color.BLUE); 736 boardLine2.setStrokeWidth(3); 737 board.getChildren().add(boardLine2); 738 //Line3 top middle vertical 739 Line boardLine3 = new Line(280,60,280,140); 740 boardLine3.setStroke(Color.BLUE); 741 boardLine3.setStrokeWidth(3); 742 board.getChildren().add(boardLine3); 743 //Line4 top middle horizontal 744 Line boardLine4 = new Line(280,140,300,140); 745 boardLine4.setStroke(Color.BLUE); 746 boardLine4.setStrokeWidth(3); 747 board.getChildren().add(boardLine4); 748 //Line5 top middle vertical 749 Line boardLine5 = new Line(300,140,300,60); 750 boardLine5.setStroke(Color.BLUE); 751 boardLine5.setStrokeWidth(3); 752 board.getChildren().add(boardLine5); 753 //Line6 top right horizontal 754 Line boardLine6 = new Line(300,60,560,60); 755 boardLine6.setStroke(Color.BLUE); 756 boardLine6.setStrokeWidth(3); 757 board.getChildren().add(boardLine6); 758 //Line7 top right vertical 759 Line boardLine7 = new Line(560,60,560,240); 760 boardLine7.setStroke(Color.BLUE); 761 boardLine7.setStrokeWidth(3); 762 board.getChildren().add(boardLine7); 763 //Line8 top right middle horizontal 764 Line boardLine8 = new Line(560,240,460,240); 765 boardLine8.setStroke(Color.BLUE); 766 boardLine8.setStrokeWidth(3); 767 board.getChildren().add(boardLine8); 768 //Line9 right middle vertical top 769 Line boardLine9 = new Line(460,240,460,300); 770 boardLine9.setStroke(Color.BLUE); 771 boardLine9.setStrokeWidth(3); 772 board.getChildren().add(boardLine9); 773 //Line10 right middle horizontal top 774 Line boardLine10 = new Line(460,300,580,300); 775 boardLine10.setStroke(Color.BLUE); 776 boardLine10.setStrokeWidth(3); 777 board.getChildren().add(boardLine10); 778 //Line11 right middle horizontal bottom 779 Line boardLine11 = new Line(460,340,580,340); 780 boardLine11.setStroke(Color.BLUE); 781 boardLine11.setStrokeWidth(3); 782 board.getChildren().add(boardLine11); 783 //Line12 right middle vertical bottom 784 Line boardLine12 = new Line(460,340,460,400); 785 boardLine12.setStroke(Color.BLUE); 786 boardLine12.setStrokeWidth(3); 787 board.getChildren().add(boardLine12); 788 //Line13 right middle horizontal 789 Line boardLine13 = new Line(460,400,560,400); 790 boardLine13.setStroke(Color.BLUE); 791 boardLine13.setStrokeWidth(3); 792 board.getChildren().add(boardLine13); 793 //Line14 right bottom vertical 794 Line boardLine14 = new Line(560,400,560,500); 795 boardLine14.setStroke(Color.BLUE); 796 boardLine14.setStrokeWidth(3); 797 board.getChildren().add(boardLine14); 798 //Line15 right bottom horizontal top 799 Line boardLine15 = new Line(560,500,520,500); 800 boardLine15.setStroke(Color.BLUE); 801 boardLine15.setStrokeWidth(3); 802 board.getChildren().add(boardLine15); 803 //Line16 right bottom vertical top 804 Line boardLine16 = new Line(520,500,520,520); 805 boardLine16.setStroke(Color.BLUE); 806 boardLine16.setStrokeWidth(3); 807 board.getChildren().add(boardLine16); 808 //Line17 right bottom horizontal bottom 809 Line boardLine17 = new Line(520,520,560,520); 810 boardLine17.setStroke(Color.BLUE); 811 boardLine17.setStrokeWidth(3); 812 board.getChildren().add(boardLine17); 813 //Line18 right bottom vertical bottom 814 Line boardLine18 = new Line(560,520,560,620); 815 boardLine18.setStroke(Color.BLUE); 816 boardLine18.setStrokeWidth(3); 817 board.getChildren().add(boardLine18); 818 //Line19 bottom horizontal 819 Line boardLine19 = new Line(20,620,560,620); 820 boardLine19.setStroke(Color.BLUE); 821 boardLine19.setStrokeWidth(3); 822 board.getChildren().add(boardLine19); 823 //Line20 left bottom vertical 824 Line boardLine20 = new Line(20,620,20,520); 825 boardLine20.setStroke(Color.BLUE); 826 boardLine20.setStrokeWidth(3); 827 board.getChildren().add(boardLine20); 828 //Line21 left bottom horizontal bottom 829 Line boardLine21 = new Line(20,520,60,520); 830 boardLine21.setStroke(Color.BLUE); 831 boardLine21.setStrokeWidth(3); 832 board.getChildren().add(boardLine21); 833 //Line22 left bottom vertical bottom 834 Line boardLine22 = new Line(60,520,60,500); 835 boardLine22.setStroke(Color.BLUE); 836 boardLine22.setStrokeWidth(3); 837 board.getChildren().add(boardLine22); 838 //Line23 left bottom horizontal top 839 Line boardLine23 = new Line(60,500,20,500); 840 boardLine23.setStroke(Color.BLUE); 841 boardLine23.setStrokeWidth(3); 842 board.getChildren().add(boardLine23); 843 //Line24 left bottom vertical top 844 Line boardLine24 = new Line(20,500,20,400); 845 boardLine24.setStroke(Color.BLUE); 846 boardLine24.setStrokeWidth(3); 847 board.getChildren().add(boardLine24); 848 //Line25 left middle horizontal bottom 849 Line boardLine25 = new Line(20,400,120,400); 850 boardLine25.setStroke(Color.BLUE); 851 boardLine25.setStrokeWidth(3); 852 board.getChildren().add(boardLine25); 853 //Line26 left middle horizontal bottom 854 Line boardLine26 = new Line(120,400,120,340); 855 boardLine26.setStroke(Color.BLUE); 856 boardLine26.setStrokeWidth(3); 857 board.getChildren().add(boardLine26); 858 //Line27 left middle horizontal bottom 859 Line boardLine27 = new Line(120,340,0,340); 860 boardLine27.setStroke(Color.BLUE); 861 boardLine27.setStrokeWidth(3); 862 board.getChildren().add(boardLine27); 863 //Line28 left middle horizontal top 864 Line boardLine28 = new Line(0,300,120,300); 865 boardLine28.setStroke(Color.BLUE); 866 boardLine28.setStrokeWidth(3); 867 board.getChildren().add(boardLine28); 868 //Line29 left middle vertical top 869 Line boardLine29 = new Line(120,300,120,240); 870 boardLine29.setStroke(Color.BLUE); 871 boardLine29.setStrokeWidth(3); 872 board.getChildren().add(boardLine29); 873 //Line30 left top horizntal 874 Line boardLine30 = new Line(120,240,20,240); 875 boardLine30.setStroke(Color.BLUE); 876 boardLine30.setStrokeWidth(3); 877 board.getChildren().add(boardLine30); 878 879 //Middle T upper 880 //top horizontal 881 Line boardLine31 = new Line(220,180,360,180); 882 boardLine31.setStroke(Color.BLUE); 883 boardLine31.setStrokeWidth(3); 884 board.getChildren().add(boardLine31); 885 //left horizontal 886 Line boardLine312 = new Line(220,200,280,200); 887 boardLine312.setStroke(Color.BLUE); 888 boardLine312.setStrokeWidth(3); 889 board.getChildren().add(boardLine312); 890 //right horizontal 891 Line boardLine315 = new Line(280,260,300,260); 892 boardLine315.setStroke(Color.BLUE); 893 boardLine315.setStrokeWidth(3); 894 board.getChildren().add(boardLine315); 895 //bottom horizontal 896 Line boardLine313 = new Line(300,200,360,200); 897 boardLine313.setStroke(Color.BLUE); 898 boardLine313.setStrokeWidth(3); 899 board.getChildren().add(boardLine313); 900 //left vertical 901 Line boardLine314 = new Line(220,180,220,200); 902 boardLine314.setStroke(Color.BLUE); 903 boardLine314.setStrokeWidth(3); 904 board.getChildren().add(boardLine314); 905 //right vertical 906 Line boardLine316 = new Line(360,180,360,200); 907 boardLine316.setStroke(Color.BLUE); 908 boardLine316.setStrokeWidth(3); 909 board.getChildren().add(boardLine316); 910 //left vertical 911 Line boardLine317 = new Line(280,200,280,260); 912 boardLine317.setStroke(Color.BLUE); 913 boardLine317.setStrokeWidth(3); 914 board.getChildren().add(boardLine317); 915 //right vertical 916 Line boardLine318 = new Line(300,200,300,260); 917 boardLine318.setStroke(Color.BLUE); 918 boardLine318.setStrokeWidth(3); 919 board.getChildren().add(boardLine318); 920 921 //Bottom T top 922 //Top line horizontal 923 Line boardLine32 = new Line(220,500,360,500); 924 boardLine32.setStroke(Color.BLUE); 925 boardLine32.setStrokeWidth(3); 926 board.getChildren().add(boardLine32); 927 //Left line horizontal 928 Line boardLine321 = new Line(220,520,280,520); 929 boardLine321.setStroke(Color.BLUE); 930 boardLine321.setStrokeWidth(3); 931 board.getChildren().add(boardLine321); 932 //Right line horizontal 933 Line boardLine322 = new Line(300,520,360,520); 934 boardLine322.setStroke(Color.BLUE); 935 boardLine322.setStrokeWidth(3); 936 board.getChildren().add(boardLine322); 937 //Bottom line horizontal 938 Line boardLine323 = new Line(280,580,300,580); 939 boardLine323.setStroke(Color.BLUE); 940 boardLine323.setStrokeWidth(3); 941 board.getChildren().add(boardLine323); 942 //Left line vertical 943 Line boardLine324 = new Line(220,500,220,520); 944 boardLine324.setStroke(Color.BLUE); 945 boardLine324.setStrokeWidth(3); 946 board.getChildren().add(boardLine324); 947 //Right line vertical 948 Line boardLine325 = new Line(360,500,360,520); 949 boardLine325.setStroke(Color.BLUE); 950 boardLine325.setStrokeWidth(3); 951 board.getChildren().add(boardLine325); 952 //Left line vertical 953 Line boardLine326 = new Line(280,520,280,580); 954 boardLine326.setStroke(Color.BLUE); 955 boardLine326.setStrokeWidth(3); 956 board.getChildren().add(boardLine326); 957 //Right line vertical 958 Line boardLine327 = new Line(300,520,300,580); 959 boardLine327.setStroke(Color.BLUE); 960 boardLine327.setStrokeWidth(3); 961 board.getChildren().add(boardLine327); 962 963 //Bottom T bottom 964 //Top line horizontal 965 Line boardLine330 = new Line(220,380,360,380); 966 boardLine330.setStroke(Color.BLUE); 967 boardLine330.setStrokeWidth(3); 968 board.getChildren().add(boardLine330); 969 //Left line horizontal 970 Line boardLine331 = new Line(220,400,280,400); 971 boardLine331.setStroke(Color.BLUE); 972 boardLine331.setStrokeWidth(3); 973 board.getChildren().add(boardLine331); 974 //Right line horizontal 975 Line boardLine332 = new Line(300,400,360,400); 976 boardLine332.setStroke(Color.BLUE); 977 boardLine332.setStrokeWidth(3); 978 board.getChildren().add(boardLine332); 979 //Bottom line horizontal 980 Line boardLine333 = new Line(280,460,300,460); 981 boardLine333.setStroke(Color.BLUE); 982 boardLine333.setStrokeWidth(3); 983 board.getChildren().add(boardLine333); 984 //Left line vertical 985 Line boardLine334 = new Line(220,380,220,400); 986 boardLine334.setStroke(Color.BLUE); 987 boardLine334.setStrokeWidth(3); 988 board.getChildren().add(boardLine334); 989 //Right line vertical 990 Line boardLine335 = new Line(360,380,360,400); 991 boardLine335.setStroke(Color.BLUE); 992 boardLine335.setStrokeWidth(3); 993 board.getChildren().add(boardLine335); 994 //Left line vertical 995 Line boardLine336 = new Line(280,400,280,460); 996 boardLine336.setStroke(Color.BLUE); 997 boardLine336.setStrokeWidth(3); 998 board.getChildren().add(boardLine336); 999 //Right line vertical 1000 Line boardLine337 = new Line(300,400,300,460); 1001 boardLine337.setStroke(Color.BLUE); 1002 boardLine337.setStrokeWidth(3); 1003 board.getChildren().add(boardLine337); 1004 1005 //Middle box 1006 //bottom line horizontal 1007 Line boardLine380 = new Line(220,340,360,340); 1008 boardLine380.setStroke(Color.BLUE); 1009 boardLine380.setStrokeWidth(3); 1010 board.getChildren().add(boardLine380); 1011 //Left line vertical 1012 Line boardLine381 = new Line(220,300,220,340); 1013 boardLine381.setStroke(Color.BLUE); 1014 boardLine381.setStrokeWidth(3); 1015 board.getChildren().add(boardLine381); 1016 //Right line vertical 1017 Line boardLine382 = new Line(360,300,360,340); 1018 boardLine382.setStroke(Color.BLUE); 1019 boardLine382.setStrokeWidth(3); 1020 board.getChildren().add(boardLine382); 1021 //left line horizontal 1022 Line boardLine383 = new Line(220,300,270,300); 1023 boardLine383.setStroke(Color.BLUE); 1024 boardLine383.setStrokeWidth(3); 1025 board.getChildren().add(boardLine383); 1026 //Right line horizontal 1027 Line boardLine384 = new Line(310,300,360,300); 1028 boardLine384.setStroke(Color.BLUE); 1029 boardLine384.setStrokeWidth(3); 1030 board.getChildren().add(boardLine384); 1031 1032 //Top right T 1033 //Top line horizontal 1034 Line boardLine390 = new Line(400,180,420,180); 1035 boardLine390.setStroke(Color.BLUE); 1036 boardLine390.setStrokeWidth(3); 1037 board.getChildren().add(boardLine390); 1038 //top middle line horizontal 1039 Line boardLine391 = new Line(340,240,400,240); 1040 boardLine391.setStroke(Color.BLUE); 1041 boardLine391.setStrokeWidth(3); 1042 board.getChildren().add(boardLine391); 1043 //bottom middle line horizontal 1044 Line boardLine392 = new Line(340,260,400,260); 1045 boardLine392.setStroke(Color.BLUE); 1046 boardLine392.setStrokeWidth(3); 1047 board.getChildren().add(boardLine392); 1048 //Bottom line horizontal 1049 Line boardLine393 = new Line(400,300,420,300); 1050 boardLine393.setStroke(Color.BLUE); 1051 boardLine393.setStrokeWidth(3); 1052 board.getChildren().add(boardLine393); 1053 //Left line vertical 1054 Line boardLine394 = new Line(400,260,400,300); 1055 boardLine394.setStroke(Color.BLUE); 1056 boardLine394.setStrokeWidth(3); 1057 board.getChildren().add(boardLine394); 1058 //Right line vertical 1059 Line boardLine395 = new Line(420,180,420,300); 1060 boardLine395.setStroke(Color.BLUE); 1061 boardLine395.setStrokeWidth(3); 1062 board.getChildren().add(boardLine395); 1063 //Top left line vertical 1064 Line boardLine396 = new Line(400,180,400,240); 1065 boardLine396.setStroke(Color.BLUE); 1066 boardLine396.setStrokeWidth(3); 1067 board.getChildren().add(boardLine396); 1068 //Left line vertical 1069 Line boardLine397 = new Line(340,240,340,260); 1070 boardLine397.setStroke(Color.BLUE); 1071 boardLine397.setStrokeWidth(3); 1072 board.getChildren().add(boardLine397); 1073 1074 //Top left T 1075 //Top line horizontal 1076 Line boardLine400 = new Line(160,180,180,180); 1077 boardLine400.setStroke(Color.BLUE); 1078 boardLine400.setStrokeWidth(3); 1079 board.getChildren().add(boardLine400); 1080 //Middle top horizontal 1081 Line boardLine401 = new Line(180,240,240,240); 1082 boardLine401.setStroke(Color.BLUE); 1083 boardLine401.setStrokeWidth(3); 1084 board.getChildren().add(boardLine401); 1085 //Middle bottom horizontal 1086 Line boardLine402 = new Line(180,260,240,260); 1087 boardLine402.setStroke(Color.BLUE); 1088 boardLine402.setStrokeWidth(3); 1089 board.getChildren().add(boardLine402); 1090 //Bottom line horizontal 1091 Line boardLine403 = new Line(160,300,180,300); 1092 boardLine403.setStroke(Color.BLUE); 1093 boardLine403.setStrokeWidth(3); 1094 board.getChildren().add(boardLine403); 1095 //Left line vertical 1096 Line boardLine404 = new Line(160,180,160,300); 1097 boardLine404.setStroke(Color.BLUE); 1098 boardLine404.setStrokeWidth(3); 1099 board.getChildren().add(boardLine404); 1100 //Right line middle vertical 1101 Line boardLine405 = new Line(240,240,240,260); 1102 boardLine405.setStroke(Color.BLUE); 1103 boardLine405.setStrokeWidth(3); 1104 board.getChildren().add(boardLine405); 1105 //right line top vertical 1106 Line boardLine406 = new Line(180,180,180,240); 1107 boardLine406.setStroke(Color.BLUE); 1108 boardLine406.setStrokeWidth(3); 1109 board.getChildren().add(boardLine406); 1110 //Right line bottom vertical 1111 Line boardLine407 = new Line(180,260,180,300); 1112 boardLine407.setStroke(Color.BLUE); 1113 boardLine407.setStrokeWidth(3); 1114 board.getChildren().add(boardLine407); 1115 1116 1117 //Bottom right top T 1118 //Top line horizontal 1119 Line boardLine410 = new Line(460,440,520,440); 1120 boardLine410.setStroke(Color.BLUE); 1121 boardLine410.setStrokeWidth(3); 1122 board.getChildren().add(boardLine410); 1123 //Middle line horizontal 1124 Line boardLine411 = new Line(480,460,520,460); 1125 boardLine411.setStroke(Color.BLUE); 1126 boardLine411.setStrokeWidth(3); 1127 board.getChildren().add(boardLine411); 1128 //Bottom line horizontal 1129 Line boardLine412 = new Line(460,520,480,520); 1130 boardLine412.setStroke(Color.BLUE); 1131 boardLine412.setStrokeWidth(3); 1132 board.getChildren().add(boardLine412); 1133 //Left line vertical 1134 Line boardLine413 = new Line(460,440,460,520); 1135 boardLine413.setStroke(Color.BLUE); 1136 boardLine413.setStrokeWidth(3); 1137 board.getChildren().add(boardLine413); 1138 //Middle line vertical 1139 Line boardLine414 = new Line(480,460,480,520); 1140 boardLine414.setStroke(Color.BLUE); 1141 boardLine414.setStrokeWidth(3); 1142 board.getChildren().add(boardLine414); 1143 //Right line vertical 1144 Line boardLine415 = new Line(520,440,520,460); 1145 boardLine415.setStroke(Color.BLUE); 1146 boardLine415.setStrokeWidth(3); 1147 board.getChildren().add(boardLine415); 1148 1149 //Bottom left top T 1150 //Top line horizontal 1151 Line boardLine420 = new Line(60,440,120,440); 1152 boardLine420.setStroke(Color.BLUE); 1153 boardLine420.setStrokeWidth(3); 1154 board.getChildren().add(boardLine420); 1155 //Middle line horizontal 1156 Line boardLine421 = new Line(60,460,100,460); 1157 boardLine421.setStroke(Color.BLUE); 1158 boardLine421.setStrokeWidth(3); 1159 board.getChildren().add(boardLine421); 1160 //Bottom line horizontal 1161 Line boardLine422 = new Line(100,520,120,520); 1162 boardLine422.setStroke(Color.BLUE); 1163 boardLine422.setStrokeWidth(3); 1164 board.getChildren().add(boardLine422); 1165 //Left line vertical 1166 Line boardLine423 = new Line(60,440,60,460); 1167 boardLine423.setStroke(Color.BLUE); 1168 boardLine423.setStrokeWidth(3); 1169 board.getChildren().add(boardLine423); 1170 //Middle line vertical 1171 Line boardLine424 = new Line(100,460,100,520); 1172 boardLine424.setStroke(Color.BLUE); 1173 boardLine424.setStrokeWidth(3); 1174 board.getChildren().add(boardLine424); 1175 //Right line vertical 1176 Line boardLine425 = new Line(120,440,120,520); 1177 boardLine425.setStroke(Color.BLUE); 1178 boardLine425.setStrokeWidth(3); 1179 board.getChildren().add(boardLine425); 1180 1181 //Bottom left T 1182 //Top line horizontal 1183 Line boardLine430 = new Line(160,500,180,500); 1184 boardLine430.setStroke(Color.BLUE); 1185 boardLine430.setStrokeWidth(3); 1186 board.getChildren().add(boardLine430); 1187 //Left line horizontal 1188 Line boardLine431 = new Line(60,560,160,560); 1189 boardLine431.setStroke(Color.BLUE); 1190 boardLine431.setStrokeWidth(3); 1191 board.getChildren().add(boardLine431); 1192 //Right line horizontal 1193 Line boardLine432 = new Line(180,560,240,560); 1194 boardLine432.setStroke(Color.BLUE); 1195 boardLine432.setStrokeWidth(3); 1196 board.getChildren().add(boardLine432); 1197 //Left line vertical 1198 Line boardLine433 = new Line(60,560,60,580); 1199 boardLine433.setStroke(Color.BLUE); 1200 boardLine433.setStrokeWidth(3); 1201 board.getChildren().add(boardLine433); 1202 //Middle left line vertical 1203 Line boardLine434 = new Line(160,500,160,560); 1204 boardLine434.setStroke(Color.BLUE); 1205 boardLine434.setStrokeWidth(3); 1206 board.getChildren().add(boardLine434); 1207 //Middle right line vertical 1208 Line boardLine435 = new Line(180,500,180,560); 1209 boardLine435.setStroke(Color.BLUE); 1210 boardLine435.setStrokeWidth(3); 1211 board.getChildren().add(boardLine435); 1212 //Right line vertical 1213 Line boardLine436 = new Line(240,560,240,580); 1214 boardLine436.setStroke(Color.BLUE); 1215 boardLine436.setStrokeWidth(3); 1216 board.getChildren().add(boardLine436); 1217 //Bottom line horizontal 1218 Line boardLine437 = new Line(60,580,240,580); 1219 boardLine437.setStroke(Color.BLUE); 1220 boardLine437.setStrokeWidth(3); 1221 board.getChildren().add(boardLine437); 1222 1223 //Bottom right T 1224 //Top line horizontal 1225 Line boardLine440 = new Line(400,500,420,500); 1226 boardLine440.setStroke(Color.BLUE); 1227 boardLine440.setStrokeWidth(3); 1228 board.getChildren().add(boardLine440); 1229 //Left line horizontal 1230 Line boardLine441 = new Line(340,560,400,560); 1231 boardLine441.setStroke(Color.BLUE); 1232 boardLine441.setStrokeWidth(3); 1233 board.getChildren().add(boardLine441); 1234 //Right line horizontal 1235 Line boardLine442 = new Line(420,560,520,560); 1236 boardLine442.setStroke(Color.BLUE); 1237 boardLine442.setStrokeWidth(3); 1238 board.getChildren().add(boardLine442); 1239 //Left line vertical 1240 Line boardLine443 = new Line(340,560,340,580); 1241 boardLine443.setStroke(Color.BLUE); 1242 boardLine443.setStrokeWidth(3); 1243 board.getChildren().add(boardLine443); 1244 //Middle left line vertical 1245 Line boardLine444 = new Line(400,500,400,560); 1246 boardLine444.setStroke(Color.BLUE); 1247 boardLine444.setStrokeWidth(3); 1248 board.getChildren().add(boardLine444); 1249 //Middle right line vertical 1250 Line boardLine445 = new Line(420,500,420,560); 1251 boardLine445.setStroke(Color.BLUE); 1252 boardLine445.setStrokeWidth(3); 1253 board.getChildren().add(boardLine445); 1254 //Right line vertical 1255 Line boardLine446 = new Line(520,560,520,580); 1256 boardLine446.setStroke(Color.BLUE); 1257 boardLine446.setStrokeWidth(3); 1258 board.getChildren().add(boardLine446); 1259 //Bottom line horizontal 1260 Line boardLine447 = new Line(340,580,520,580); 1261 boardLine447.setStroke(Color.BLUE); 1262 boardLine447.setStrokeWidth(3); 1263 board.getChildren().add(boardLine447); 1264 //Board line for Monsters 1265 Line boardLineMonsters = new Line(265,300,315,300); 1266 boardLineMonsters.setStroke(Color.WHITE); 1267 boardLineMonsters.setStrokeWidth(6); 1268 board.getChildren().add(boardLineMonsters); 1269 1270 //Groups 1271 Group pacmen = new Group(pacman, pacman2, pacman3, pacTriangles); 1272 Group allDots = new Group (whiteDots, bonusDots); 1273 Group completeBoard = new Group (board, boardBoxes); 1274 Group allText = new Group(highScore, ready); 1275 1276 //\*Group: root 1277 Group root = new Group(allText, monsters, completeBoard, allDots, pacmen); 1278 1279 //Scene root, 580x660, random background 1280 Scene scene = new Scene(root, 580, 660, background); 1281 1282 primaryStage.setTitle("Pacman"); 1283 primaryStage.setScene(scene); 1284 primaryStage.show(); 1285 } 1286 1287 public static void main(String[] args) 1288 { 1289 launch(args); 1290 } 1291 }

## Classic Pacman

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## Random backgrounds and starting positions

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## Group Hierarchy