Read Me

Mahi Mann 2022272 Aditya Raj Jain 2022037

Functions used.

1.replay(ActionEvent actionEvent): This function handles the replay action by reloading the game scene when the replay button is clicked, providing a way for players to start a new game session.

2. quit(ActionEvent actionEvent): Responsible for exiting the application, the quit function is triggered when the quit button is clicked, offering users a convenient way to close the game.

3. updateScore(ActionEvent actionEvent): In charge of updating the displayed score in the UI, this function ensures that players can track their progress and performance during the game.

4. updateScore2(ActionEvent actionEvent): Similar to the updateScore function, this alternative score update function keeps an additional score display current, potentially serving a different purpose or presenting information in a different format.

5. updateHighScore(ActionEvent actionEvent): Focused on maintaining and displaying the high score, this function ensures that players are aware of their best performance in previous game sessions, adding a competitive element to the gameplay.

6. start(ActionEvent actionEvent): Initiating the game scene transition, the start function is triggered when the start button is clicked, allowing players to begin or restart the game.

7. flipMario(KeyEvent keyEvent): This function animates a flip motion for the Mario character when the 'F' key is pressed, adding a dynamic and interactive element to the gameplay.

8. endgame(): Handling the conclusion of the game, the endgame function is responsible for transitioning to another scene (scene2.fxml), possibly displaying game-over information or results.

9. checkStickLanding(): This function checks if the stick has successfully landed on a pillar, triggering character animation and updating the score if the landing is successful.

10. game(javafx.scene.input.MouseEvent event): Initiating a timer for stick lengthening when the mouse is pressed, the game function contributes to the core gameplay mechanics by allowing players to control the stick's length.

11. Cherry: this function places cherries and takes up and counts them for revival.

You need to run javaFX, have the pom xml file

To run —> mvn clean javafx:run

This will compile the code

You need to use the cursor and keep it pressed to extend the stick and leave it so it willl rotate and fall and the Mario will go there accordingly

And press F key to flip the Mario.