Doodle Jump

User Manual

The Game was developed by:

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5- Mohammed Ghanem

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Using the Programming language "Java" with the "JavaFx" And "jSerialComm" libraries.

Main Page

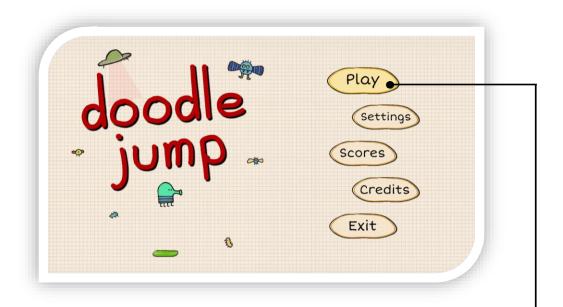Content:

    i) Five Buttons

        - Play → To Start the Game and Play.

        - Settings → To Control the Settings.

        - Scores → To Know Your High Score.

        - Credits → To See the Developers.

        - Exit → To Close the Game.
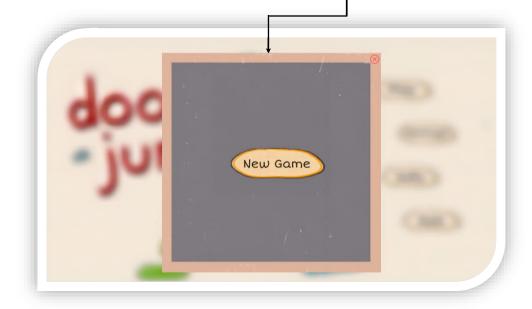
Play

Play Button:

This button takes us directly to the registration   page and to choose the level to start the game as shown.
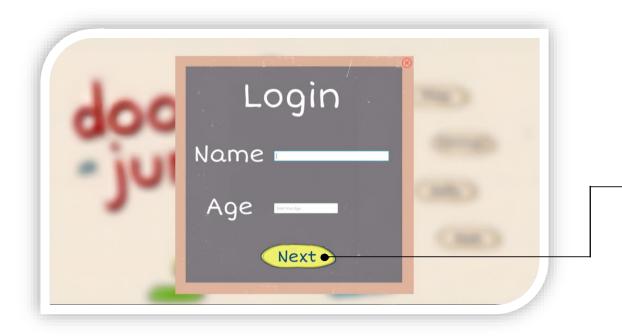
New Game Button:

This button is for login to start the game after choosing the appropriate level.

Login

This page is for you to write your name and age, as well as to save the data and use it in the game results.

Next Button:

This button takes you to the next page to choose the level, after confirming the entered data.
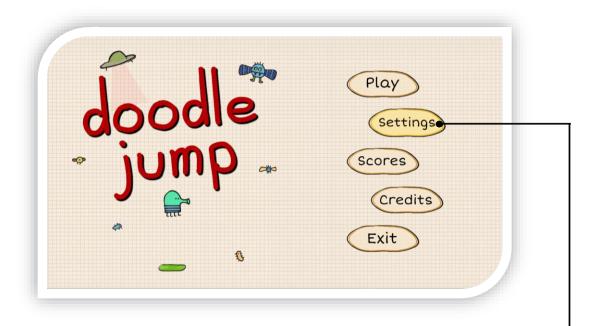
Level

Easy & Medium & Hard Buttons:

These buttons are used to select the level of difficulty, whether it is easy, medium, or hard, and then start playing directly.
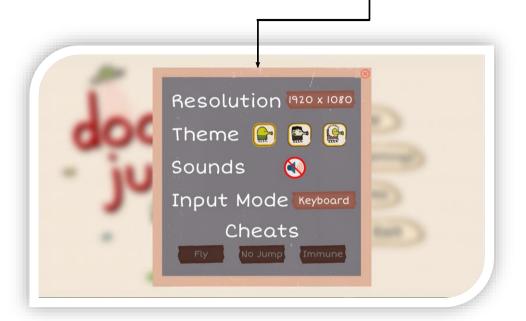
Settings

Settings Button:

    This button opens the settings menu for the game, choose the appropriate settings for you from among the options, and then save.

Choose the appropriate settings from among those buttons and then close the window so that the settings are saved automatically.
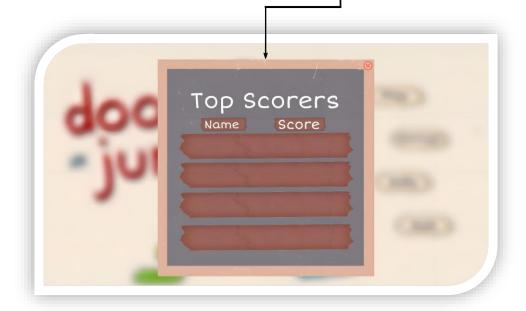
Scores

Scores Button:

    This button displays the highest score achieved by   the player since the beginning of the recording until now.

Credits
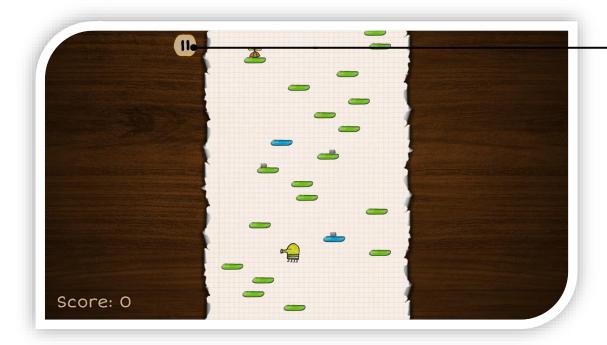
Credits Button:
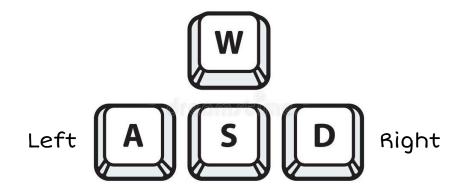
This button is used to display a list of programmers, designers and engineers who have implemented all of this
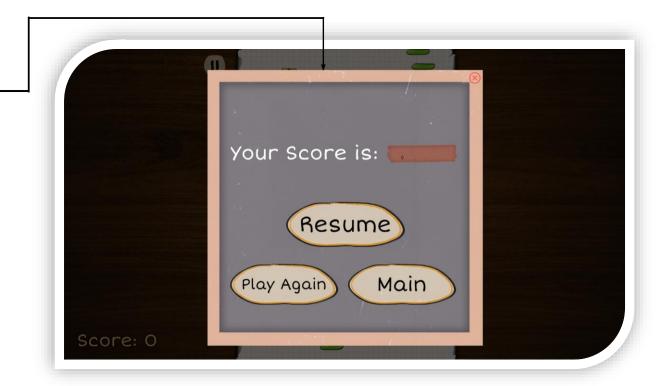
Game and how to Play

The game is very easy, you only have to move right using the letter D and left using the letter A or use the Joystick or Gyroscope with the Arduino to do so to enjoy the full experience.

Left   W A S D   Right

Score: 0

Pause Button:

    This button takes you directly to the page for pausing the game, which contains the Score & the following buttons:

      - Resume → To complete the game again.

      - Play Again → To start a new game from the beginning.

      - Main → To return to the main menu.
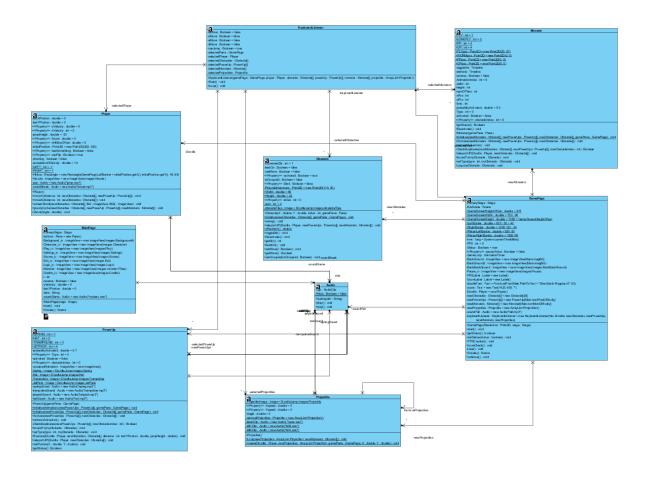
Game Over
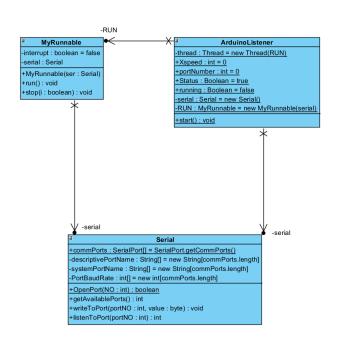
The game over page contains the player's score, as well as those buttons:

- Play Again → To start a new game from the beginning.

- Main → To return to the main menu.

UML

SelectPage
-PrimaryStage : Stage
-Background_iv : ImageView = new ImageView(Images.Background8)
-NewGame_iv : ImageView = new ImageView(Images.NewGame)
-Continue_iv : ImageView = new ImageView(Images.Continue)
-X_iv : ImageView = new ImageView(Images.X)
-xx : double = 720
-yy : double = 600
+SelectPage(stage : Stage)
+start() : void
+Create() : Scene

Main
+ResolutionFullHD : Point2D = new Point2D(1920, 1080)
+ResolutionHD : Point2D = new Point2D(1280, 720)
+ResolutionCustom : Point2D = new Point2D(1600, 900)
+OffsetFullHD : Point2D = new Point2D(0, 0)
+OffsetHD : Point2D = new Point2D(-213, -119)
+OffsetCustom : Point2D = new Point2D(-133, -75)
+SelectedResolution : Point2D = DoodleJump.Main.ResolutionFullHD
+SelectedOffset : Point2D = DoodleJump.Main.OffsetFullHD
+Factor : double = 3
+numRes : int = 1
+numChar : int = 1
+imagChar : Image
+imagBG : Image
+numInput : int = 1
+fly : Boolean = false
+nojump : Boolean = false
+immune : Boolean = false
+numMonDifficulty : int = 2
+numPowDifficulty : int = 6
+PathToFont : String = "file:C:\\"
+PathToResources : String = "C:\\Users\\User\\Desktop\\New Folder\\DoodleJump\\"
+start(stage : Stage) : void
+main(args : String[]) : void

GameOverPage
-PrimaryStage : Stage
-Background6_iv : ImageView = new ImageView(Images.Background6)
-Character_iv : ImageView = new ImageView(Images.Character)
-PlayAgain_iv : ImageView = new ImageView(Images.PlayAgain)
-Main_iv : ImageView = new ImageView(Images.Main)
-time : int = 1
-time2 : long = System.currentTimeMillis()
-data : String
-score : Text = new Text(1425, 850, FileIO.Read("Score.txt"))
-Monster : ImageView = new ImageView(Images.monster1Tiles)
-i : int
-reverse : Boolean = false
-yVelocity : double = 0
-lastYPostion : double = 0
+GameOverPage(stage : Stage)
+start() : void
+Create() : Scene

SettingsPage
-PrimaryStage : Stage
-buttons : Pane = new Pane()
-Background3_iv : ImageView = new ImageView(Images.SettingsPage)
-X_iv : ImageView = new ImageView(Images.X)
-Voff_iv : ImageView = new ImageView(Images.Voff3)
-Von_iv : ImageView = new ImageView(Images.Von)
-Save_iv : ImageView = new ImageView(Images.Save)
-Saved_iv : ImageView = new ImageView(Images.Empty)
-Res_iv : ImageView = new ImageView()
-zom_iv : ImageView = new ImageView()
-nor_iv : ImageView = new ImageView()
-ice_iv : ImageView = new ImageView()
-inputMode : ImageView = new ImageView()
-fly_iv : ImageView = new ImageView(Images.Fly)
-nojump_iv : ImageView = new ImageView(Images.noJump)
-immune_iv : ImageView = new ImageView(Images.Immune)
-click : boolean = false
-click2 : boolean = false
+SettingsPage(stage : Stage)
+start() : void
+Create() : Scene

Animation
-reverse : Boolean = false
-i : int = 0
-animate : Timeline
~Animation(image : ImageView, width : double, height : double, time : int, numOfTiles : int, cycleCount : int, offset : int)

LoginPage
-PrimaryStage : Stage
-Background_iv : ImageView = new ImageView(Images.Background7)
-Next_iv : ImageView = new ImageView(Images.Next)
-X_iv : ImageView = new ImageView(Images.X)
~Name : TextField = new TextField()
~Age : TextField = new TextField()
~b : ChoiceDialog = new ChoiceDialog()
+LoginPage(stage : Stage)
+start() : void
+Create() : Scene

CreditsPage
-PrimaryStage : Stage
-Background_iv : ImageView = new ImageView(Images.CreditsBG)
-X_iv : ImageView = new ImageView(Images.X)
+CreditsPage(stage : Stage)
+start() : void
+Create() : Scene

ScoresPage
-PrimaryStage : Stage
-Background5_iv : ImageView = new ImageView(Images.Background5)
-X_iv : ImageView = new ImageView(Images.X)
-topscore : Text = new Text(1050,475,FileIO.Read("TopScore.txt"))
-playerName : Text = new Text(650,475,FileIO.Read("PlayerName.txt"))
+ScoresPage(stage : Stage)
+start() : void
+Create() : Scene

FileIO
-data : String
+Read(fileName : String) : String
+Write(path : String, fileName : String) : void

DifficultyPage
-PrimaryStage : Stage
-buttons : Pane = new Pane()
-Background2_iv : ImageView = new ImageView(Images.Background2)
-Easy_iv : ImageView = new ImageView(Images.Easy)
-Medium_iv : ImageView = new ImageView(Images.Medium)
-Hard_iv : ImageView = new ImageView(Images.Hard)
-X_iv : ImageView = new ImageView(Images.X)
+DifficultyPage(stage : Stage)
+start() : void
+Create() : Scene

PausePage
-X_iv : ImageView = new ImageView(Images.X)
-PlayAgain_iv : ImageView = new ImageView(Images.PlayAgain)
-Main_iv : ImageView = new ImageView(Images.Main)
-Resume_iv : ImageView = new ImageView(Images.Resume)
-PausePage : ImageView = new ImageView(Images.PausePage)
-doodleFont : Font = Font.loadFont(Main.PathToFont + "DoodleJump.ttf", 50)
+Pause(stage : Stage, scene : Scene, Doodle : Player, GameLoop : AnimationTimer, gamePage : GamePage) : void

Images
+Background1 : Image = new Image("Background\Background1.png")
+Background2 : Image = new Image("Background\Background2.png")
+Background3 : Image = new Image("Background\Background3.png")
+Background4 : Image = new Image("Background\Background4.png")
+Background5 : Image = new Image("Background\Background5.png")
+Background6 : Image = new Image("Background\Background6.png")
+Background7 : Image = new Image("Background\Background7.png")
+Background8 : Image = new Image("Background\Background8.png")
+Background9 : Image = new Image("Background\Background9.png")
+CreditsBG : Image = new Image("Background\Credits.png")
+PlayAgain : Image = new Image("Buttons\PlayAgain.png")
+PlayAgain2 : Image = new Image("Buttons\PlayAgain2.png")
+Pause : Image = new Image("Images\PauseButto.png")
+Pause2 : Image = new Image("Images\PauseButton-On.png")
+Resume : Image = new Image("Buttons\Resume.png")
+Resume2 : Image = new Image("Buttons\Resume2.png")
+Easy : Image = new Image("Buttons\Easy.png")
+Medium : Image = new Image("Buttons\Medium.png")
+Hard : Image = new Image("Buttons\Hard.png")
+Easy2 : Image = new Image("Buttons\Easy2.png")
+Medium2 : Image = new Image("Buttons\Medium2.png")
+Hard2 : Image = new Image("Buttons\Hard2.png")
+Main : Image = new Image("Buttons\Main.png")
+Main2 : Image = new Image("Buttons\Main2.png")
+Play : Image = new Image("Buttons\Playing.png")
+Play2 : Image = new Image("Buttons\Play-on.png")
+Settings : Image = new Image("Buttons\Settings.png")
+Settings2 : Image = new Image("Buttons\Settings-on.png")
+Scores : Image = new Image("Buttons\Scores.png")
+Scores2 : Image = new Image("Buttons\Scores-on.png")
+Exit : Image = new Image("Buttons\Exit.png")
+Exit2 : Image = new Image("Buttons\Exit-on.png")
+Credits : Image = new Image("Buttons\Credits.png")
+Credits2 : Image = new Image("Buttons\Credits2.png")
+NewGame : Image = new Image("Buttons\NewGame.png")
+NewGame2 : Image = new Image("Buttons\NewGame2.png")
+Continue : Image = new Image("Buttons\Continue.png")
+Continue2 : Image = new Image("Buttons\Continue2.png")
+Next : Image = new Image("Buttons\Next.png")
+Next2 : Image = new Image("Buttons\Next2.png")
+Save : Image = new Image("Buttons\Save.png")
+Save2 : Image = new Image("Buttons\Save2.png")
+X : Image = new Image("Buttons\x.png")
+X2 : Image = new Image("Buttons\x2.png")
+Saved : Image = new Image("Buttons\Saved.png")
+Empty : Image = new Image("Images\Empty.png")
+Voff : Image = new Image("Buttons\Voff.png")
+Voff2 : Image = new Image("Buttons\Voff2.png")
+Voff3 : Image = new Image("Buttons\Voff3.png")
+Von : Image = new Image("Buttons\Von.png")
+Von2 : Image = new Image("Buttons\Von2.png")
+Von3 : Image = new Image("Buttons\Von3.png")
+Logo : Image = new Image("Images\Logo.png")
+Character : Image = new Image("Character\Character_Right_1.png")
+Ball1 : Image = new Image("Character\ball1.png")
+BadBackGround : Image = new Image("Images\Background.png")
+Hat : Image = new Image("Images\Hat.png")
+Trampoline : Image = new Image("Images\Trampoline.png")
+JetPack : Image = new Image("Images\Jetpack.png")
+Spring : Image = new Image("Images\Spring.png")
+Nozzle : Image = new Image("Images\Nozzle.png")
+playerTiles : Image = new Image("Images\DoodleTiles.png")
+obstacleTiles : Image = new Image("Images\ObstacleTiles.png")
+monster1Tiles : Image = new Image("Images\MonsterTiles.png")
+monster2Tiles : Image = new Image("Images\Monster2Tiles.png")
+Projectile : Image = new Image("Images\nojectile.png")
+HatAnimation : Image = new Image("Images\Hat-Animation.png")
+JetpackAnimation : Image = new Image("Images\Jetpack-Animation.png")
+PausePage : Image = new Image("Images\PausePage.png")
+SettingsPage : Image = new Image("Images\Background\Settings.png")
+ResHD : Image = new Image("Buttons\ResHD.png")
+ResFullHD : Image = new Image("Buttons\ResFullHD.png")
+ResCustom : Image = new Image("Buttons\ResCustom.png")
+noJump : Image = new Image("Buttons\nojump.png")
+fly : Image = new Image("Buttons\fly.png")
+Immune : Image = new Image("Buttons\Immune.png")
+Keyboard : Image = new Image("Buttons\Keyboard.png")
+Arduino : Image = new Image("Buttons\Arduino.png")
+nor1 : Image = new Image("Buttons\nor1.png")
+nor2 : Image = new Image("Buttons\nor2.png")
+zom1 : Image = new Image("Buttons\icon1.png")
+zom2 : Image = new Image("Buttons\icon2.png")
+Ice1 : Image = new Image("Buttons\ice1.png")
+Ice2 : Image = new Image("Buttons\ice2.png")
+doodleTiles : Image = new Image("Images\DoodleTiles.png")
+zombieTiles : Image = new Image("Images\ZombieTiles.png")
+snowTiles : Image = new Image("Images\SnowTiles.png")
+BGDoodle : Image = new Image("Images\bgDoodle.png")
+BGZombie : Image = new Image("Images\bgZombie.png")
+BGSnow : Image = new Image("Images\bgSnow.png")