

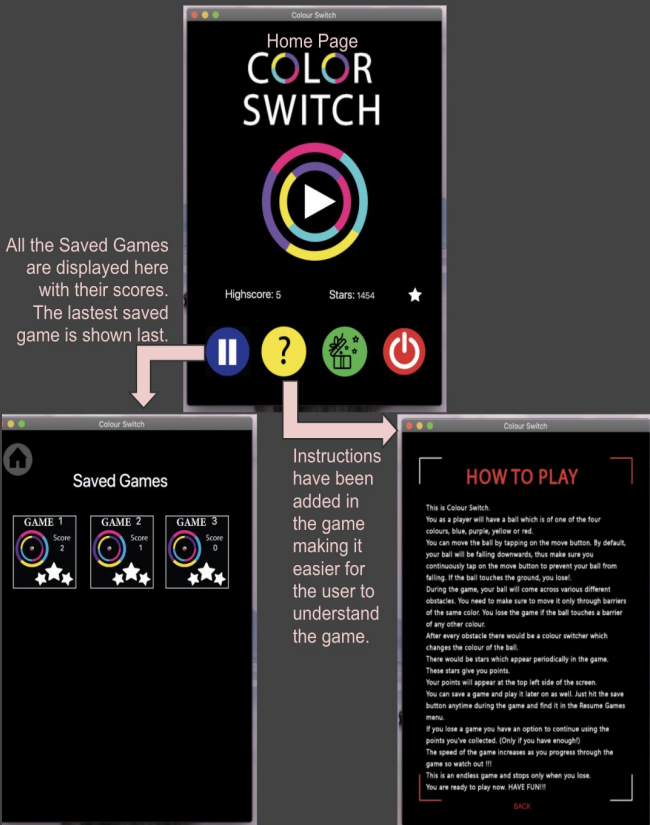
# COLOR SWITCH

AP FINAL PROJECT SUBMISSION BY

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# Implementation and features

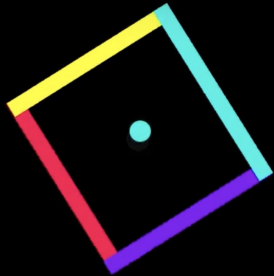


- Navigation is done using the FXML loader.
- Saving and loading for high score, total stars, resume and save game is done by making serialisable classes and binary files.
- Animation Timer has been used to make the ball and screen movements.
- Shapes.intersect function has been used to check collisions.
- Random function has been used to change the colour of the ball.
- Coordinates of different elements have been accessed and updated to change their positions as the game proceeds.
- Visibility of elements has been used to show their collection.
- (Bonus Section) Rotation of the spinning wheel has been done by randomly generated angles.



# Design

Start off with these!

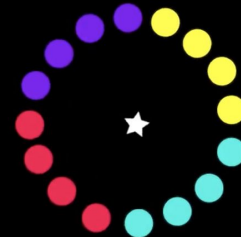
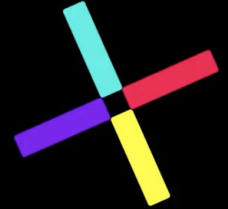


6 Obstacles, 4 colours  
The higher you go, the more complex  
obstacles you face!

- The images used have been made using Illustrator.
- The GUI is built using SceneBuilder.

Here is the link of the working demo:  
[https://drive.google.com/file/d/1spgBj5I\\_It9R3rSh0nB1dwJamaHPaqez/view?usp=sharing](https://drive.google.com/file/d/1spgBj5I_It9R3rSh0nB1dwJamaHPaqez/view?usp=sharing)

Then try facing these!

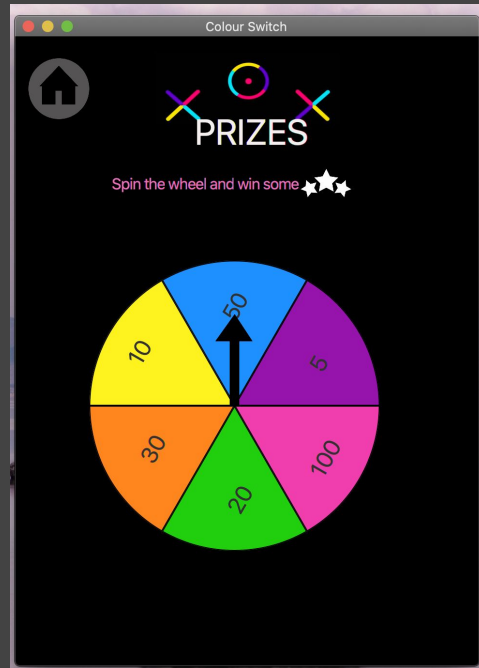


# Contributions:

Mansi	Nimisha
Ball and Obstacles movement	Obstacles formation and rotations
High score and total stars saving	Saved Games
Collision (Stars,Colour Switcher,Obstacles)	Collision(Obstacles,Colour Switcher)
Score	Ball Colour Change
Menu Pages Creation and linking	Infinity Mode
Resume and restart game	Gift Section(Bonus)



## BONUS COMPONENT



Spin the wheel to win some stars!

Total 50 stars are needed to revive a game so this surprise gift section is definitely a blessing for the players!