

DE LA SALLE UNIVERSITY - MANILA



Mikey's Beach Adventure

Final Project Documentation

Presented to Mr. Ramon Stephen

In Partial Fulfillment of the

Requirements for the Course Object Oriented Programming Laboratory (LBYCPEI)

by

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EQ5

Monday & Thursday 2:30-5:30

August 3, 2023

I. INTRODUCTION

In the realm of digital media, video games have emerged as potent tools for education and social change. This paper introduces "Mikey's Beach Adventure," an educational short visual novel game designed to instill environmental responsibility and promote sustainable practices.

Video games have proven to be effective platforms for raising environmental awareness, engaging players in interactive narratives that showcase the consequences of human actions on virtual ecosystems. "Mikey's Beach Adventure" builds on this concept, offering players a captivating journey alongside Mikey, a compassionate 12-year-old with a deep love for the ocean and its marvelous creatures.

Through thought-provoking decision-making scenarios, players will experience the impact of their choices on the virtual marine ecosystem, encouraging reflection on the significance of mindful decision-making and its implications for marine conservation. The game's immersive approach and engaging storytelling aim to inspire players to become advocates for preserving our oceans and fostering a sense of environmental responsibility.

In the subsequent sections, we will delve into the development of "Mikey's Beach Adventure," highlighting the implementation of modern engineering tools and software, as well as its educational objectives. Additionally, we will discuss the potential of serious games in environmental education and the insights gained from player feedback.

II. RELATED WORK

Our project, "Mikey's Beach Adventure," draws inspiration from various related works and research that explore the potential of video games as a powerful medium for promoting environmental awareness and sustainable practices. The United Nations Environment Programme (UNEP) highlights how video games have become an effective platform for raising awareness about environmental issues. Interactive narratives engage players in meaningful ways,

allowing them to experience the consequences of human actions on the environment. These games aim to inspire reflection on choices and their ecological impact in the real world (UNEP, 2020).

Huck Magazine delves into the role of video games in addressing the global climate crisis. It explores how games can evoke empathy and emotional connections to environmental challenges, encouraging players to critically think about complex issues. By mobilizing collective action and fostering a sense of responsibility, these games motivate players to contribute actively to environmental conservation (Rawnsley, 2021).

In the realm of environmental education, MDPI's Sustainability Journal discusses the potential of serious games to enhance learning. By combining entertainment with educational content, serious games make complex topics more accessible and engaging. Incorporating interactive challenges, decision-making scenarios, and real-world simulations, serious games foster ecological literacy and encourage eco-friendly practices (Lee, Y., & Lee, J., 2020).

The study by NTNU Open proposes a sustainable digital game development model for environmental education. Customization and personalization empower players to engage with content that aligns with their interests and learning preferences. This tailored approach ensures that the game remains relevant, adaptable, and impactful for diverse audiences (Øygardslia, K., Weitze, C. L., Shin, J., 2020).

Digital WPI's research work focuses on the development of a video game for environmental education. The game's interactive nature encourages active exploration of environmental themes, providing an immersive learning experience. By incorporating informative narratives and visual representations of ecological systems, the game facilitates experiential learning and fosters a deeper sense of environmental responsibility (Barzuna, F., Enriquez, D., Frazia, J., Herman, J., & Selva, M., 2022).

Drawing from these related works, "Mikey's Beach Adventure" aims to be an enthralling and educational short visual novel game that uses interactive storytelling to instill environmental responsibility. By crafting engaging narratives and thought-provoking decision-making scenarios, the game encourages players to reflect on their choices and consider the impact of their decisions on the marine ecosystem. Through its captivating gameplay and visually stunning

scenes, the project seeks to raise awareness about the importance of preserving our oceans and promoting sustainable practices, inspiring players to become advocates for the environment.

III. PROPOSED APPLICATION

A. Description

Our program, "Mikey's Beach Adventure", is an enthralling and educational short visual novel game developed using JavaFX. It is a heartwarming journey, players will accompany Mikey, a compassionate 12-year-old boy with an unwavering love for the ocean and its marvelous creatures.

"Mikey's Beach Adventure" offers players a unique and interactive experience with three pivotal points in the storyline, placing the reins of Mikey's fate in their hands. As players progress through the game, they will face crucial decisions that directly influence Mikey's journey, leading to either a heartwarming good ending or a challenging bad ending. The impact of these choices goes beyond mere gameplay, carrying a profound message about the significance of mindful decision-making and its potential effects on the delicate marine life.

Through visually captivating scenes, thought-provoking narratives, and engaging gameplay mechanics, our visual novel game aims to entertain players while subtly instilling a sense of environmental responsibility. By encouraging players to be more aware of their choices and the consequences they have on the marine ecosystem, "Mikey's Beach Adventure" seeks to foster a deeper appreciation for the importance of preserving our oceans and promoting sustainable practices.

B. Key Features

1. **Interactive Storyline:** Immerse yourself in a captivating narrative where your choices shape Mikey's destiny, leading to different story outcomes.
2. **Multiple Endings:** Experience the thrill of exploring different paths, with each decision influencing the ultimate conclusion of the game.

3. **Thoughtful Decision: Making:** Encounter moral dilemmas and critical choices that challenge your sense of responsibility and empathy.
4. **Environmental Awareness:** Gain a deeper understanding of the marine ecosystem and the impact of human actions on ocean life.
5. **Visually Stunning Scenes:** Delight in beautifully illustrated scenes that bring the beach adventure to life, captivating players with every moment.

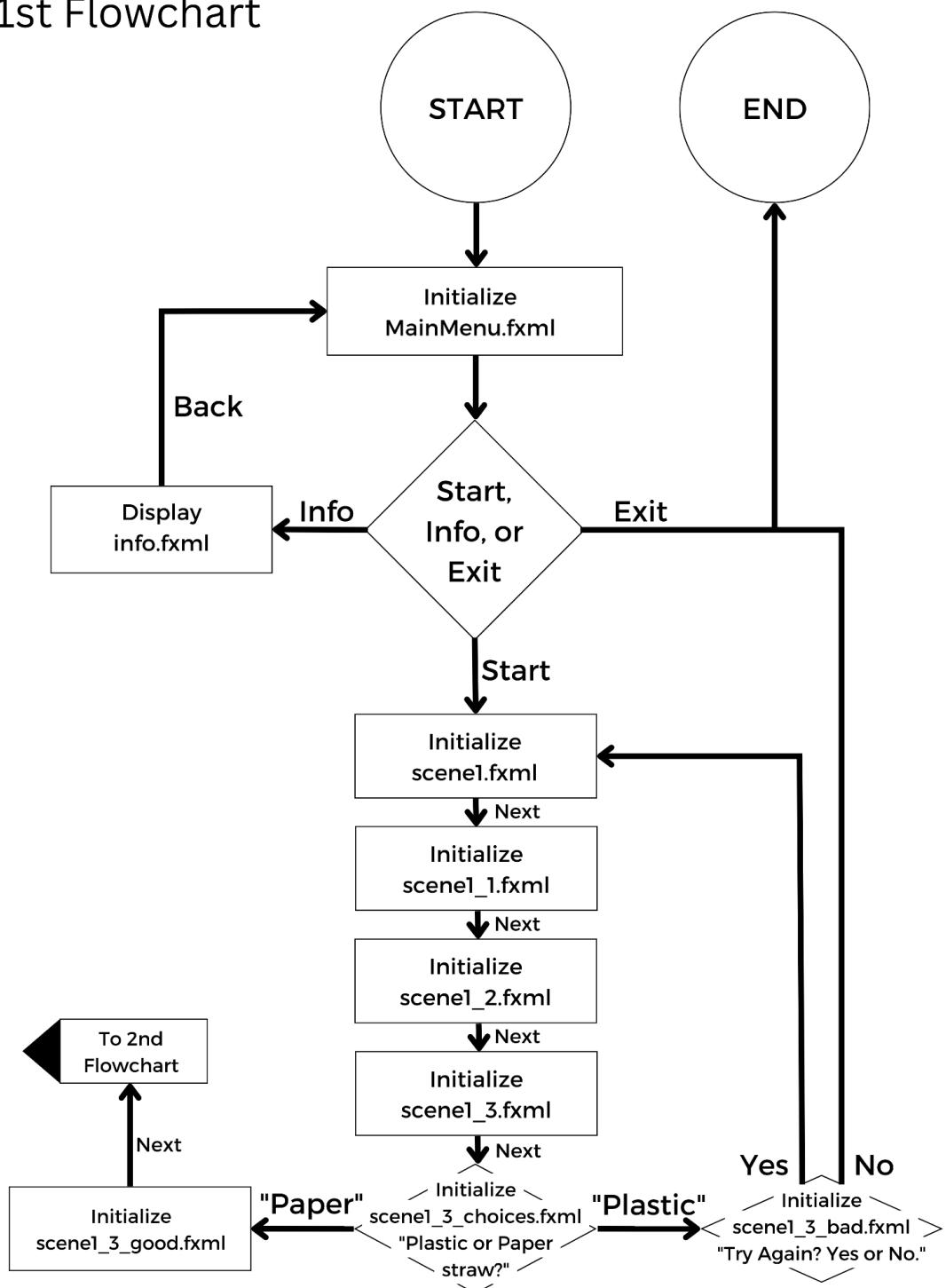
C. Educational Objective

At the core of "Mikey's Beach Adventure" lies a commitment to educate players about environmental responsibility and sustainable practices. By navigating Mikey's journey and witnessing the consequences of their choices, players will develop a greater sense of mindfulness towards the delicate marine life and the importance of preserving our oceans for future generations.

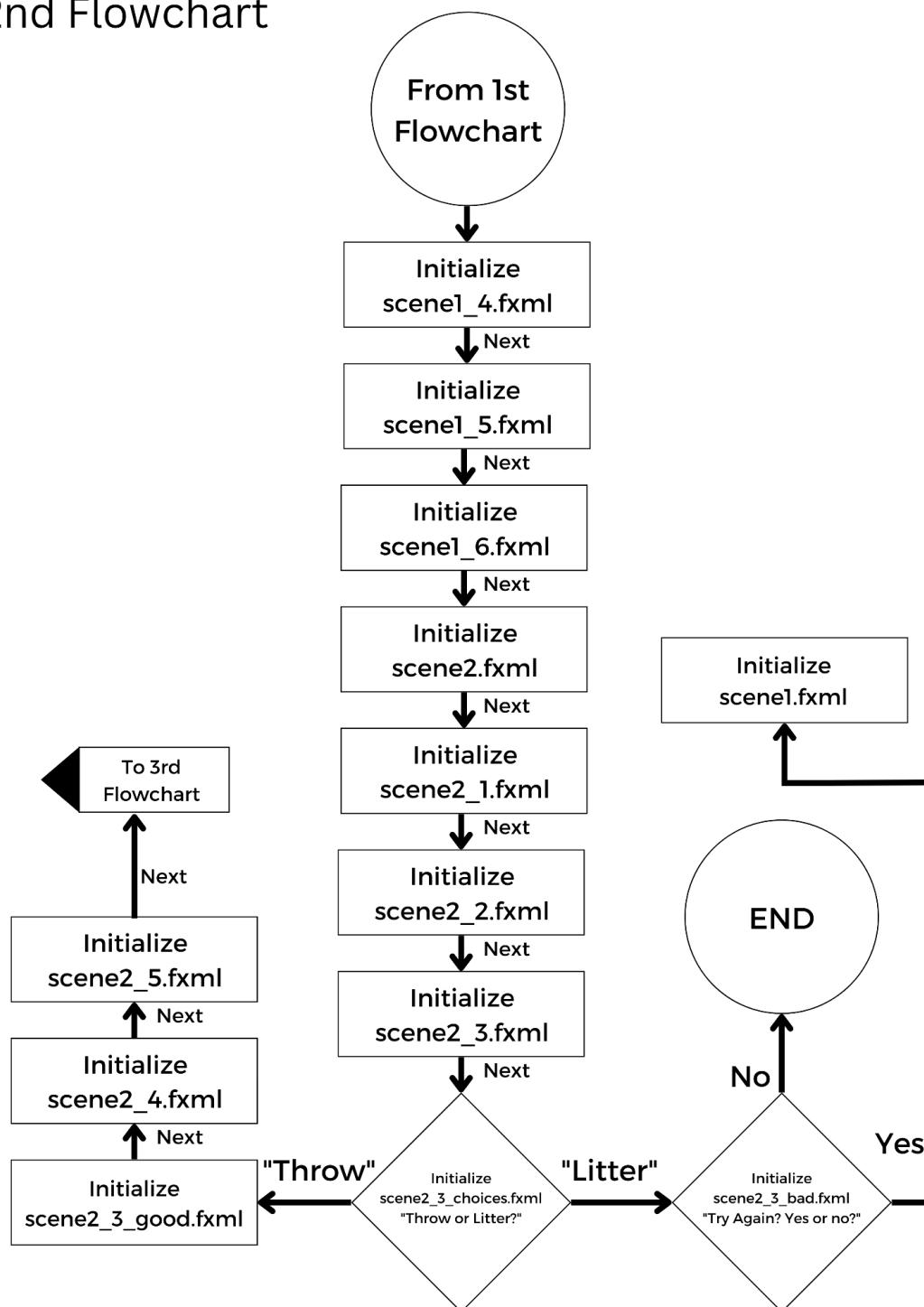
IV. PROJECT DESCRIPTION

A. Flowchart

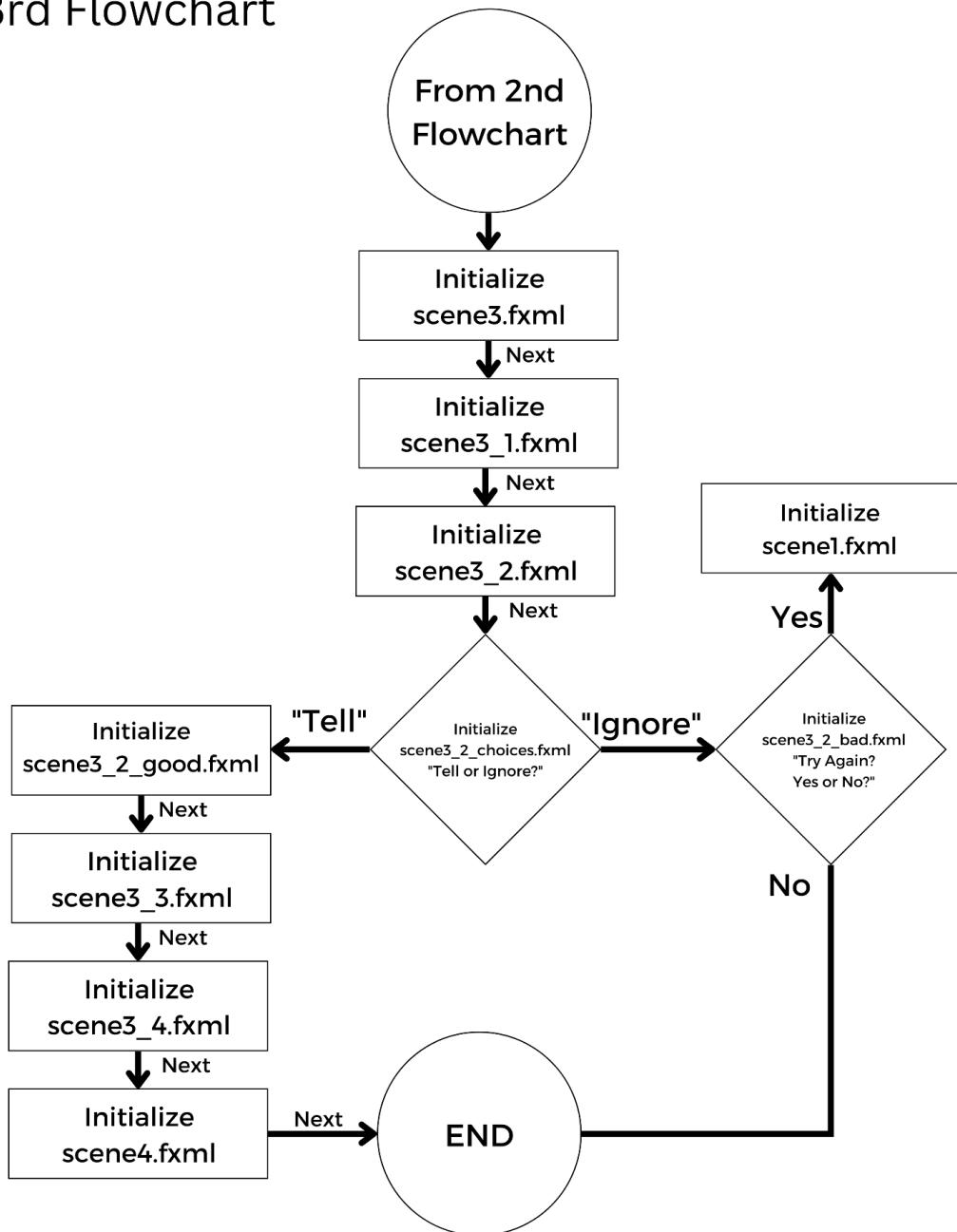
1st Flowchart



2nd Flowchart



3rd Flowchart



B. IPO

a. Input

- Buttons for Main Menu
 - Start Button
 - Info Button
 - Back Button
 - Exit Button
- Button in Scene
 - Next Button
- Buttons in Event
 - Choice Buttons
 - Correct Choice Button
 - Wrong Choice Button
 - Try Again? - Yes Button
 - Try Again? - No Button

- Button on Last Scene
 - Next Button

b. Process

- All buttons redirect the user to another scene within the code

c. Output

- Both 'Start' and 'Try Again? - Yes' buttons bring the user to the 1st scene of the story.
- Both 'Exit' and 'Try Again? - No' buttons ends the current run of the program.
- The 'Next' button of the last scene and the 'Back' button both brings the user to the main menu.
- 'Correct Choices' buttons proceed to the next scene, while 'Wrong Choice' buttons proceed to the Game Over scene.
- The 'Next' button in all scenes except for the last scene proceeds to the next scene and part of the story.

C. UML Diagram

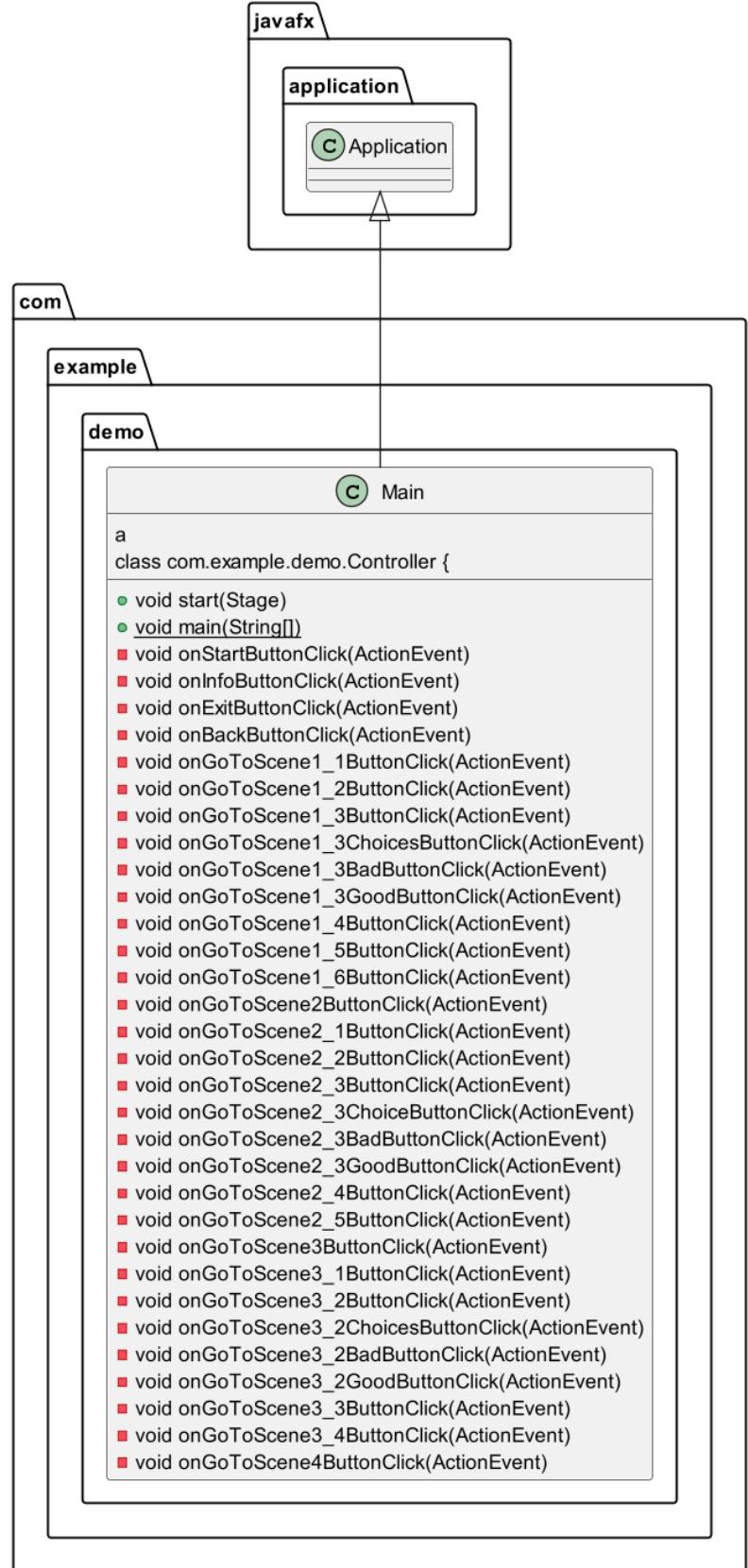
This JavaFX project consists of two main classes, Main and Controller. The Main class is the entry point for the application and extends the `javafx.application.Application` class. It overrides the `start` method, which is essential for initializing the JavaFX application. The `start` method takes a `Stage` object as a parameter, which represents the main window of the application. Inside this method, we would set up the initial scene and display it on the stage.

The heart of the application lies within the Controller class, where we handle user interactions and manage the flow of the application. The class contains a series of event handler methods, each corresponding to a specific button click or action. For example, methods like `onStartButtonClick`, `onGoToScene1_1ButtonClick`, and `onGoToScene2ButtonClick` are responsible for handling clicks on the respective buttons in the GUI.

The application has 28 scenes, which are different fxml file, representing different parts or stages of the application. To navigate between these scenes, the Controller class handles the transitions. Each button click event handler method would be

responsible for changing the displayed scene accordingly. For instance, onGoToScene1_1ButtonClick would transition to the first scene of section 1, and onGoToScene2ButtonClick would take the user to the next section, scene 2. It is also worth mentioning the 2 other fxml files which technically aren't scenes but are important to the program which are the interphase for the main menu and info page.

Moreover, it appears that the application incorporates decision-making points or choices that impact the flow. Methods such as onGoToScene1_3ChoicesButtonClick and onGoToScene2_3ChoiceButtonClick suggest that users can make decisions that lead to different outcomes or paths. The Controller class handles these choices and their consequences, allowing the application to offer a more interactive experience with multiple storylines or possibilities.



V. IMPLEMENTATION/OOP ASPECTS

In the development of "Mikey's Beach Adventure," we employed several object-oriented programming principles to ensure a well-structured and maintainable codebase. The four fundamental pillars of OOP, namely Encapsulation, Abstraction, Inheritance, and Polymorphism, were thoughtfully integrated into the program's design. Below, we outline how each of these pillars was implemented:

1. Encapsulation:

Encapsulation is the concept of bundling data (attributes) and methods (behaviors) together within a class to protect the data from unauthorized access and modification. In our visual novel game, we utilized encapsulation to maintain the integrity of various components and prevent unintended interference.

- In our program, The Main class encapsulates the MediaPlayer instance used for background music to ensure controlled access to its volume and other settings. The instance is declared as private within the Main class, and its configuration is managed through setter and getter methods.

2. Abstraction:

Abstraction involves simplifying complex systems by breaking them down into smaller, more manageable units, and defining their essential characteristics while hiding the implementation details. In our visual novel game, abstraction enabled us to create a clear separation between the user interface, game logic, and resource management.

- In our program, the Controller class abstracts the user interface interactions by handling button clicks and scene transitions without exposing the underlying implementation details. Moreover, the individual .fxml files represent abstract views of scenes, allowing us to define the visual elements and layout independently from the underlying logic.

3. Inheritance:

Inheritance is a fundamental principle that allows a class (subclass or child class) to inherit the properties and behaviors of another class (superclass or parent class). In our visual novel game, we utilized inheritance to establish relationships between different scenarios and scenes.

- In our program, the scene1.fxml, scene2.fxml, and scene3.fxml files represent different scenarios, each implementing the common behavior defined in a base Scenario class, showcasing inheritance. Moreover, within each scenario, specific scenes like scene1_3.fxml and scene1_3_choices.fxml inherit from a common scene class, promoting code reuse.

4. Polymorphism

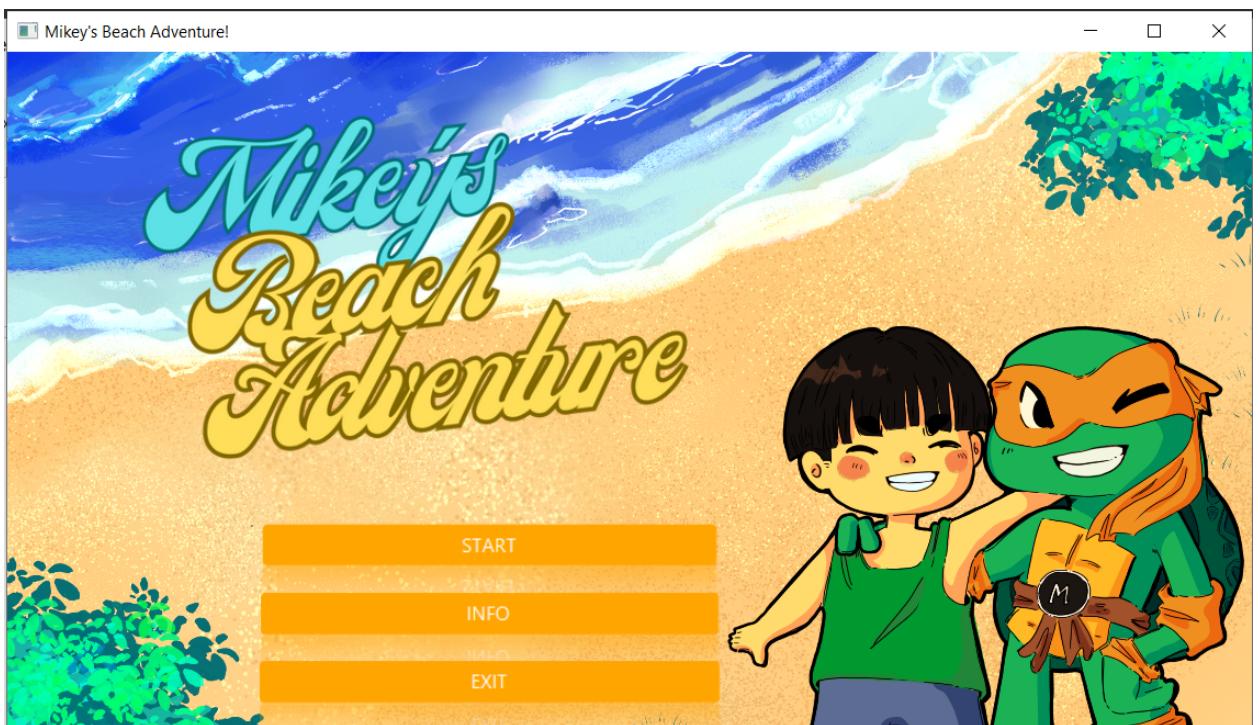
Polymorphism allows objects to be treated as instances of their parent class or their specific child classes interchangeably. This principle allows flexibility in the program and simplifies interactions with objects.

- In our program, the use of interfaces like Scene and its different implementations (e.g., scene1.fxml, scene2.fxml) showcases polymorphism, enabling the Controller class to interact with various scenes uniformly.

By adhering to these four pillars of OOP, we created a modular, scalable, and maintainable visual novel game. The implementation of encapsulation ensures data integrity, abstraction simplifies the code structure, inheritance establishes relationships, and polymorphism promotes flexibility. These OOP principles contribute to the overall robustness and extensibility of "Mikey's Beach Adventure," allowing for easy addition of new scenarios, scenes, and features in the future.

VI. WALKTHROUGH/DATA/RESULTS

- 1. Main Menu-** As seen in the figure below the first thing that the users would see when playing the game is this interphase, which is a fxml file, where there are three buttons being the Start, where it directs you to the first scene, Info, where it directs you to the info page and Exit, where it ends the program. Other features included in this scene is how it starts the background music that would be present throughout the program, and of course the usage of dynamic usage images like in the title of the program and the background picture.



- 2. Info-** This is the info page, where as you could see the information of the 2 characters present in the storyline, being mikey and michelangelo from teenage mutant ninja turtles. Present here are of course again the usage of the scene builder features like the implementation of pictures, custom shapes and of course the text used in describing the two mentioned characters.



MIKEY

Meet Mikey, a young boy with a heart as vast as the ocean and a spirit as free as a soaring seagull. His infectious passion for marine life drives him to protect underwater wonders. From sea turtles to colorful fish, he knows them all by heart. Mikey volunteers at marine conservation organizations and organizes beach clean-ups, making a magical connection with sea creatures. His dedication knows no bounds, whether raising awareness about climate change or reducing single-use plastic.

Meet Michelangelo, the ocean-loving ninja turtle with a heart as vast as the sea. His infectious passion for marine life drives him to protect underwater wonders. From sea turtles to colorful fish, he knows them all by heart. Michelangelo's deep connection to the ocean fuels his actions, battling pollution and organizing beach clean-ups. Trusted by dolphins and sea turtles alike, his dedication knows no bounds. Pizza-loving and devoted to his brothers, he fights for a cleaner, healthier world.

Michelangelo



BACK

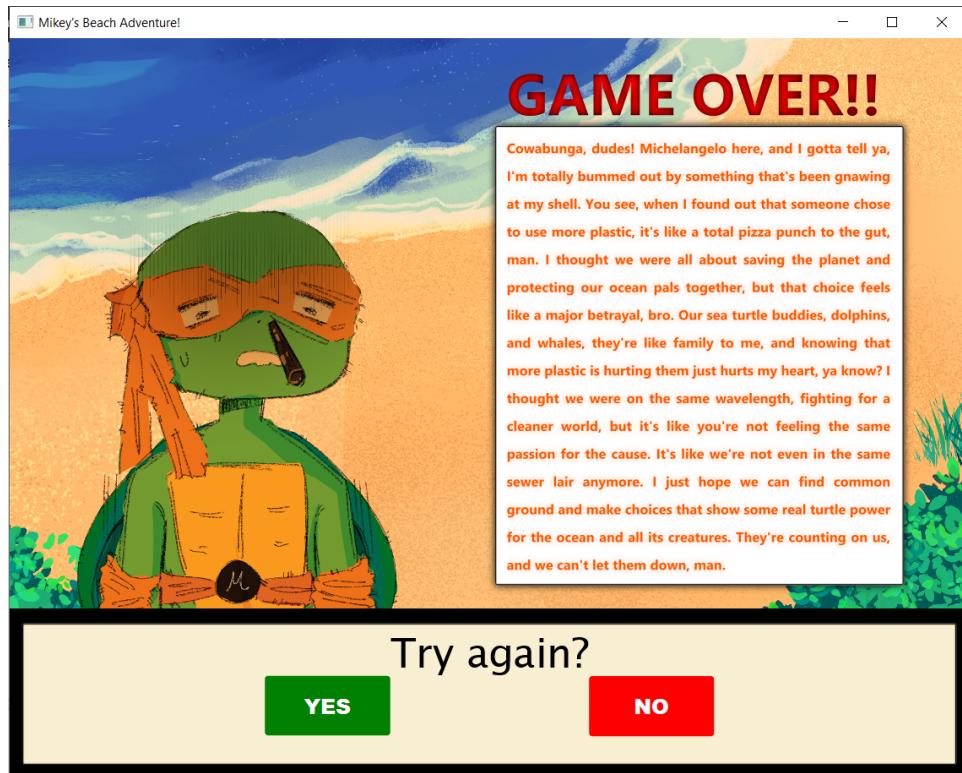
3. **Scene 1-** This serves as the starting point of the application, activated upon pressing the "start" button. Comprising a set of 10 FXML files, namely scene1.fxml, scene1_1.fxml, scene1_2.fxml, scene1_3.fxml, scene1_3_bad.fxml, scene1_3_choices.fxml, scene1_3_good.fxml, scene1_4.fxml, scene1_5.fxml, and scene1_6.fxml, each file embodies a slightly distinct user interface, akin to "frames," while consistently featuring a shared background image. The textual content, crucial for narrative progression, varies among these frames. To navigate through the storyline, a basic button is predominantly located at the lower right corner of each scene, facilitating the transition to the subsequent FXML file.

However, two exceptions diverge from this pattern, namely scene1_3_bad.fxml and scene1_3_choices.fxml. In the case of scene1_3_choices.fxml, users are confronted with a pivotal decision—to opt for a plastic straw or a paper straw. Selecting the paper straw advances the narrative to scene1_3_good.fxml, enabling the story's continuation. Conversely, opting for the plastic straw leads the user to scene1_3_bad.fxml, where a further choice awaits—whether to restart the story by selecting "yes" or to conclude the program.







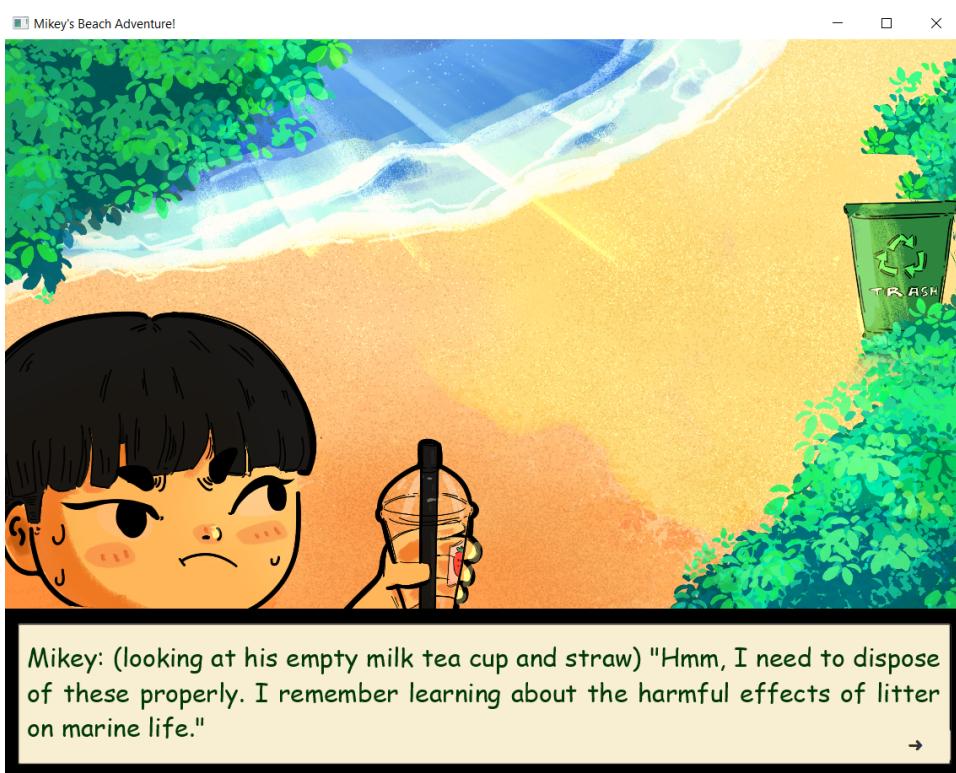


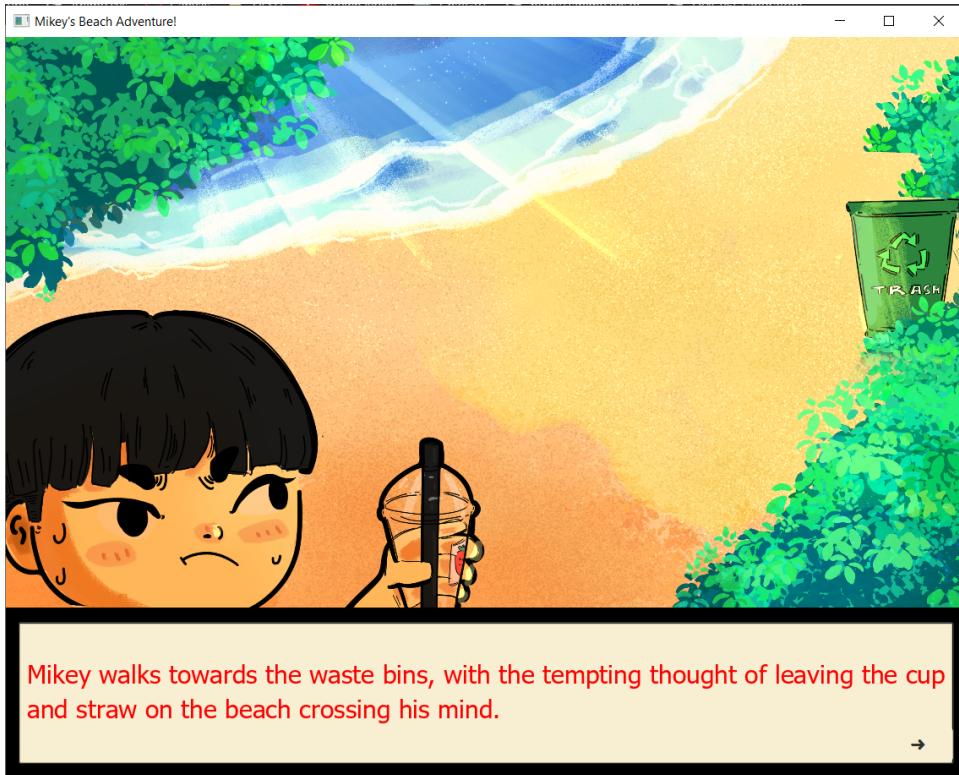




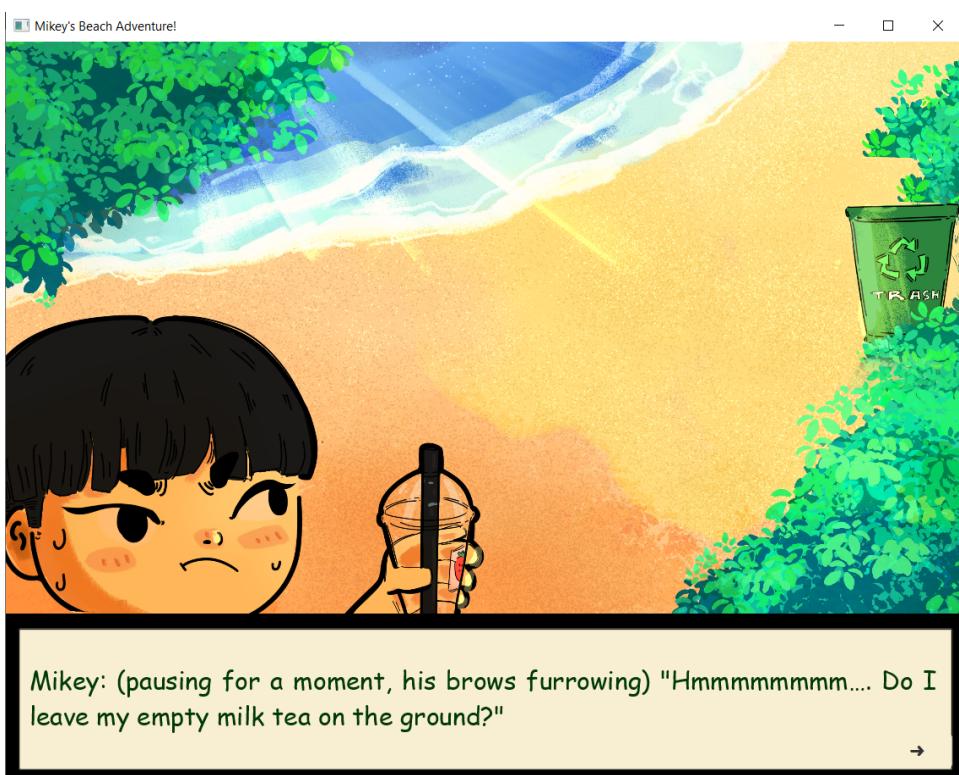
4. **Scene 2-** The subsequent stage of the application's narrative progression, following the events in Scene 1, activated upon the user's progression through the program. Within this section, the utilization of 9 FXML files, namely scene2.fxml, scene2_1.fxml, scene2_2.fxml, scene2_3.fxml, scene2_3_bad.fxml, scene2_3_choices.fxml, scene2_3_good.fxml, scene2_4.fxml, and scene2_5.fxml, is paramount in presenting distinct visual interfaces while preserving a consistent background image from the preceding scenes.

Notably, Scene 2 introduces a critical juncture, namely scene2_3_choices.fxml, which compels users to make a fundamental decision—whether to dispose of their trash responsibly in the trashcan or disregard environmental concerns and leave it on the ground. Selecting the responsible choice, i.e., throwing the trash in the trashcan, propels the narrative forward to scene2_3_good.fxml, signifying a commendable action that aligns with eco-consciousness. On the contrary, choosing to leave the trash on the ground directs the user to scene2_3_bad.fxml, where the consequences of such neglectful behavior are presented, prompting further reflection.



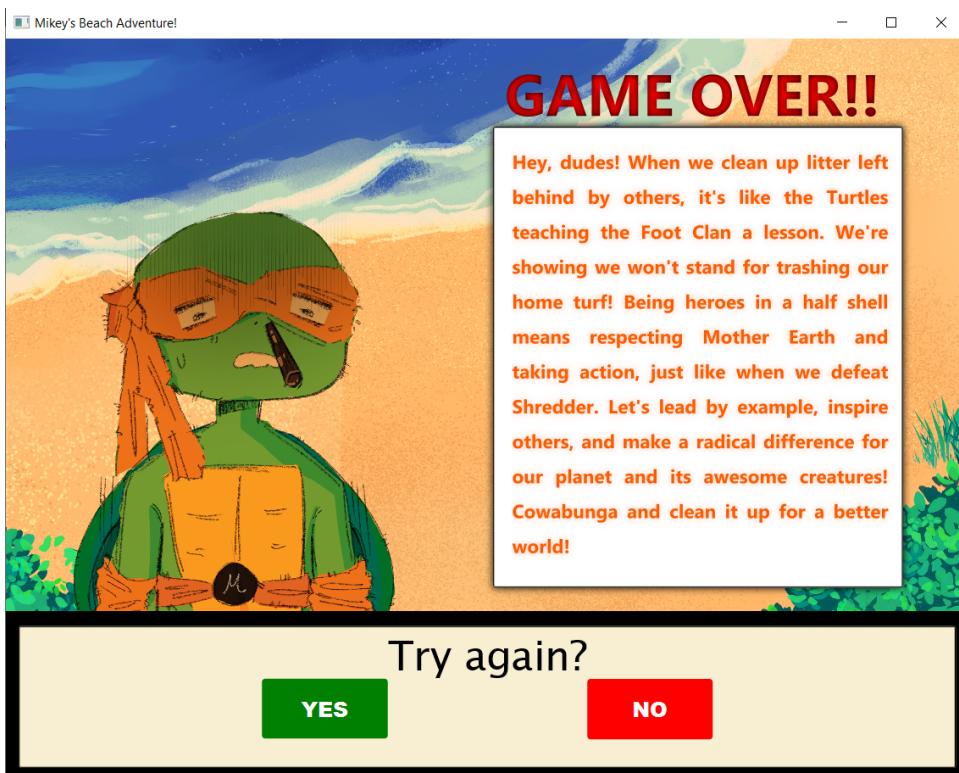
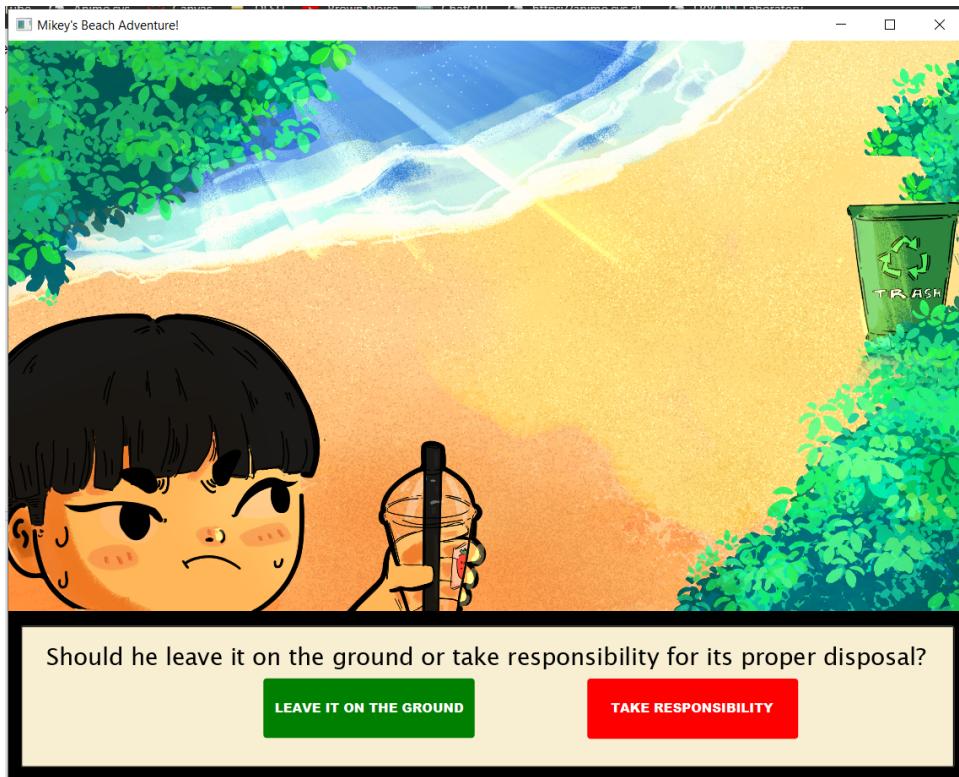


Mikey walks towards the waste bins, with the tempting thought of leaving the cup and straw on the beach crossing his mind.



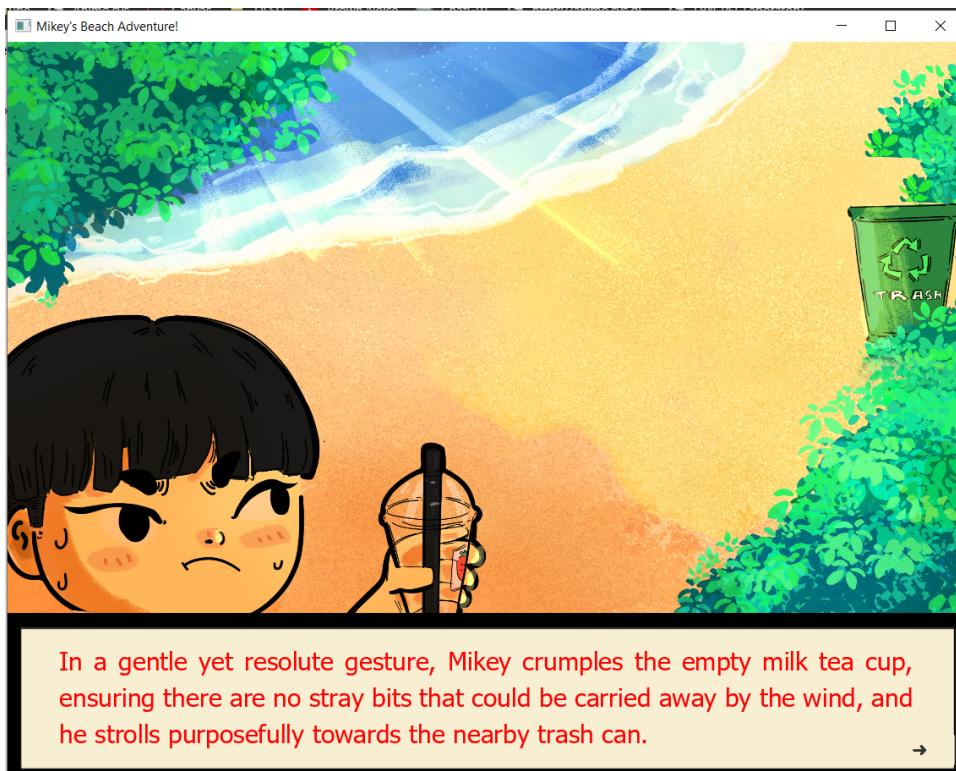
Mikey: (pausing for a moment, his brows furrowing) "Hmmmmmmmm.... Do I leave my empty milk tea on the ground?"





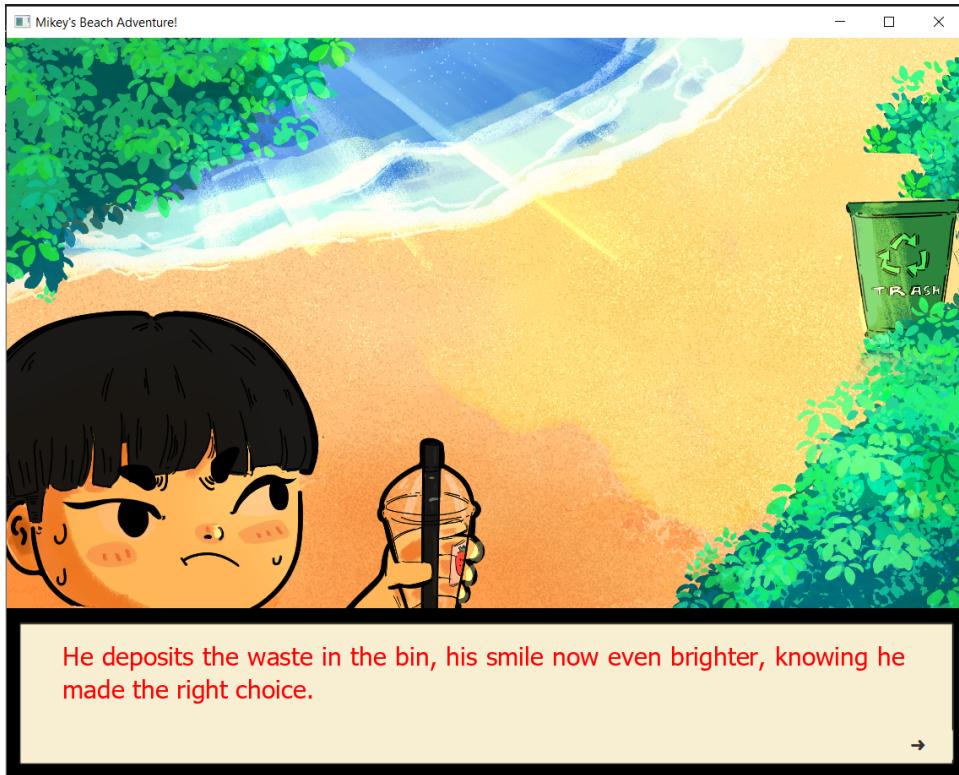


Mikey: "But that's not the right thing to do. I want to be an ocean guardian, someone who protects marine life and the beautiful ocean, lets throw it in the trashcan."



In a gentle yet resolute gesture, Mikey crumples the empty milk tea cup, ensuring there are no stray bits that could be carried away by the wind, and he strolls purposefully towards the nearby trash can.

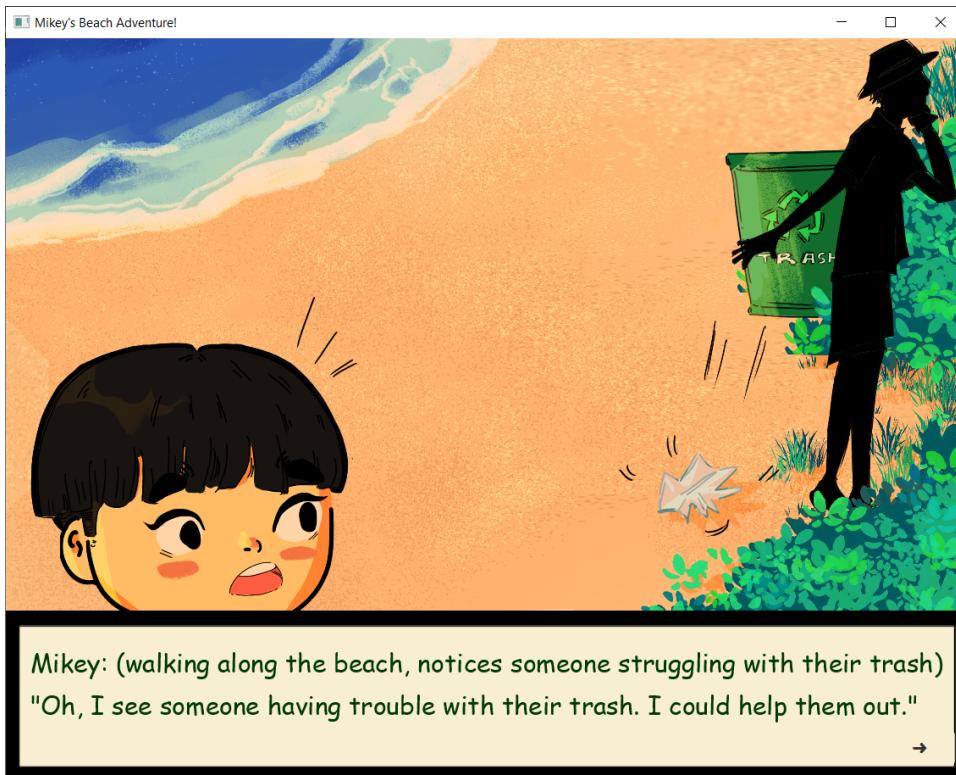
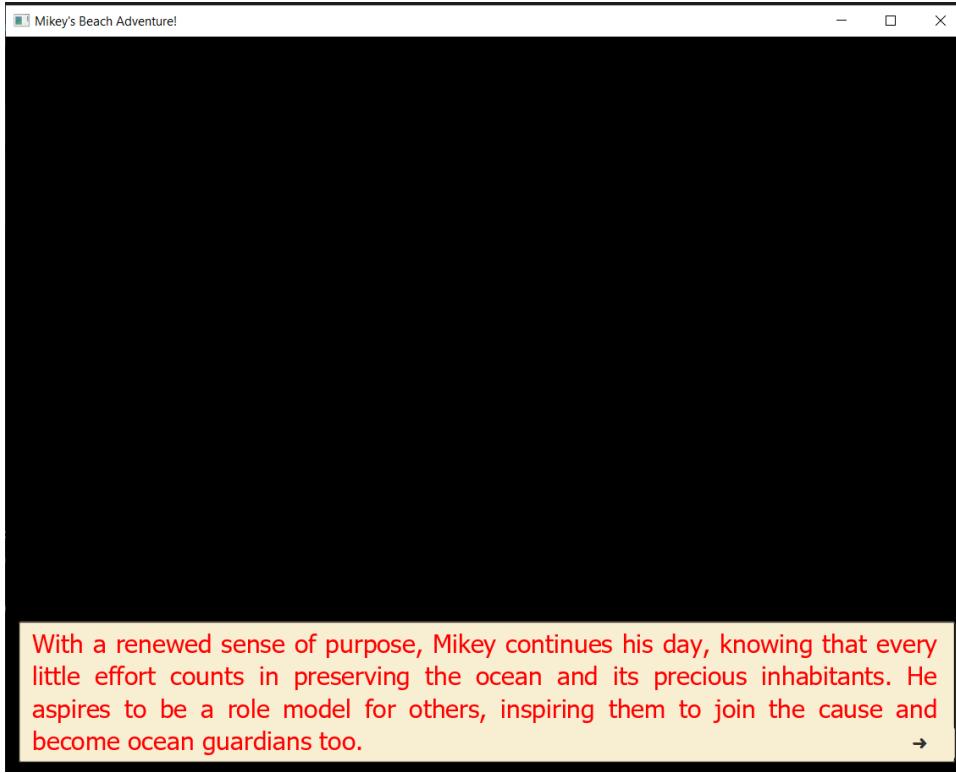




5. Scene 3- Continuing the narrative progression from Scene 2, Scene 3 represents another pivotal phase within the application, encompassing a series of 8 FXML files, specifically scene3.fxml, scene3_1.fxml, scene3_2.fxml, scene3_2_bad.fxml, scene3_2_choices.fxml, scene3_2_good.fxml, scene3_3.fxml, and scene3_4.fxml. Each of these files is thoughtfully designed to present distinct visual elements while maintaining continuity through a shared background image.

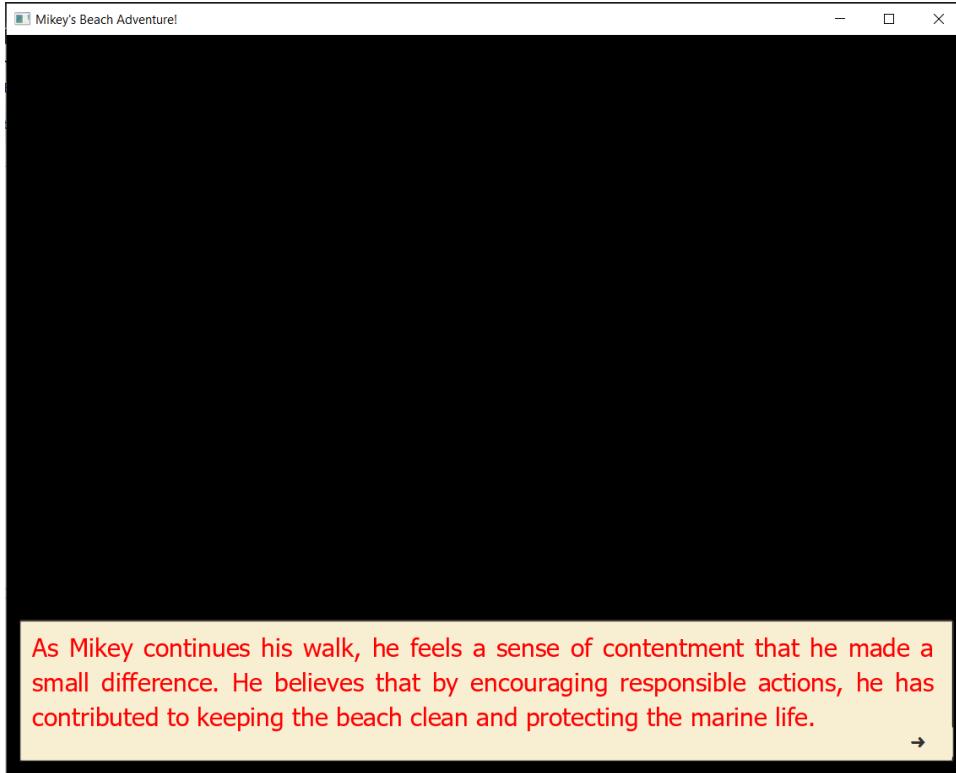
In Scene 3, a significant moment arises in scene3_2_choices.fxml, where users encounter a moral dilemma—whether to intervene when an elderly man carelessly discards his trash on the ground. Opting to speak up and politely request the man to pick up his litter leads to scene3_2_good.fxml, exemplifying responsible and considerate behavior towards the environment and fellow individuals. On the contrary, should the user choose not to intervene, the storyline progresses to scene3_2_bad.fxml, revealing the potential consequences of inaction and encouraging introspection.

Similar to Scenes 1 and 2, the application maintains its modular and interactive structure, engaging users by introducing decisions that bear weight on the story's development. In the event of an incorrect choice, where users end up in scene3_2_bad.fxml, they are presented with the option to attempt the scenario again or opt out of the application. Should they choose to retry, they are redirected to scene1_1.fxml, fostering an iterative learning experience. Conversely, selecting not to retry leads to the conclusion of the program.

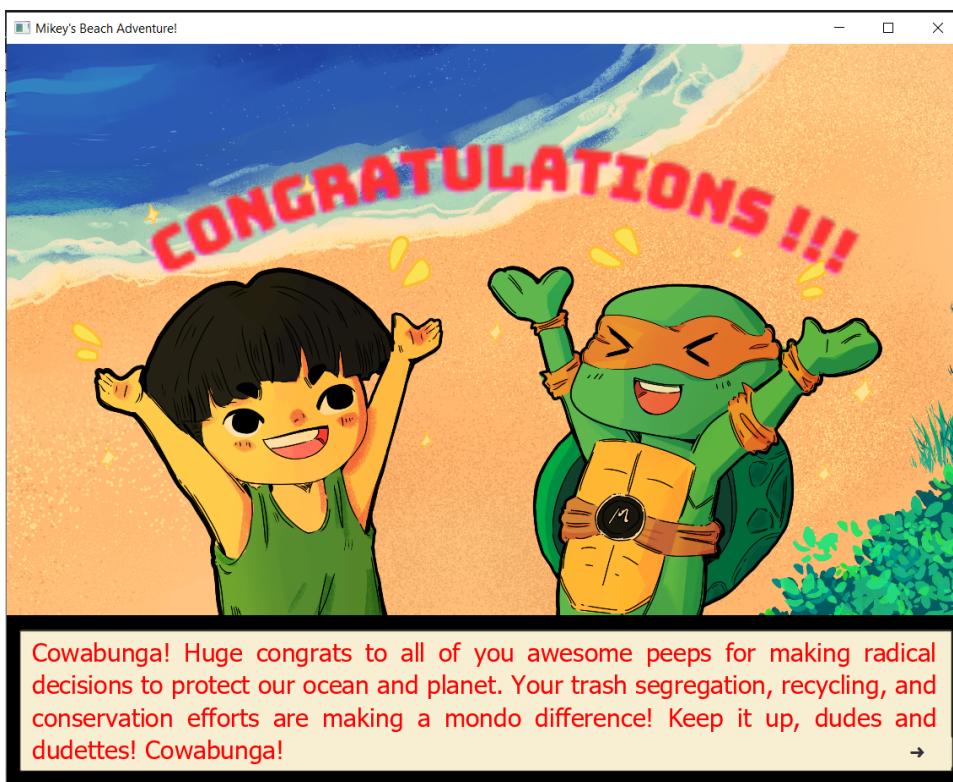








6. Congratulatory Message-Concluding the captivating narrative journey, Scene 4 serves as the final stage of the application, beautifully encapsulated in scene4.fxml. This culminating scene is designed to extend warm congratulations to the user, acknowledging their exemplary choices and responsible actions demonstrated throughout the game. With careful attention to detail, scene4.fxml maintains the thematic continuity of its predecessors while celebrating the user's achievements. The interface is crafted to exude a sense of accomplishment, with visuals and text elements reflective of the positive outcomes arising from the user's environmentally conscious decisions. Prominently placed in the bottom right corner of the screen, a navigational button provides a seamless transition back to the main menu, symbolizing both the conclusion of the narrative and the user's return to the application's starting point. This thoughtful design ensures that users can revisit and explore the application anew, experiencing the journey of responsible decision-making and environmental awareness once again.



For a more detailed explanation to this program and to see certain features that were not seen in this particular explanation like the usage of music, please refer to this youtube link:

LINK: <https://youtu.be/-xhTl4KsIJY>

VII. CONCLUSION AND FUTURE WORK

In conclusion, "Mikey's Beach Adventure" is an enthralling and educational visual novel game developed using JavaFX, aiming to promote environmental responsibility and sustainability. Through captivating storytelling, thought-provoking decision-making scenarios, and visually stunning scenes, the game seeks to immerse players in a heartwarming journey while subtly instilling a sense of environmental awareness.

By drawing inspiration from related works and research exploring the potential of video games in addressing environmental issues, we have designed a project that aligns with the growing movement of leveraging gaming as a medium for positive change. The research has shown that interactive narratives in games have the power to evoke empathy, inspire reflection on choices, and mobilize collective action for environmental conservation.

Looking forward, several aspects can be considered for future works to enhance the impact and reach of "Mikey's Beach Adventure." One essential aspect is to expand the educational content and depth of the game. Incorporating more real-world environmental challenges, such as plastic pollution, climate change, and habitat destruction, would further engage players and raise awareness of pressing ecological issues.

Additionally, adding gamification elements like achievements, leaderboards, or rewards for eco-friendly decisions could incentivize players to replay the game and strive for more responsible choices. Introducing more diverse characters and perspectives would contribute to a richer narrative experience and a broader audience appeal.

VIII. Division of Tasks

Gantt Chart			
	July 29-30	July 1-14	July 15-21
Project Proposal			
Introduction	Garcia		
Methodology	Garcia		
Project Description	Genito		
Deliverables	Garcia		
Evaluation	Lin		
Conclusion	Lin		
Project Prototype and Documentation			
Coding		Lin & Genito	
Testing		Everyone	
Documentation		Everyone	
User Manual			Garcia
Evaluation Process			Everyone
Project Presentation and Demo Video			
Presentation Video			Everyone
Demo Video			Genito

IX. References

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X. Appendix

1. Mikey's Beach Adventure. puml:

```
@startuml

class com.example.demo.Main {
+ void start(Stage)
+ {static} void main(String[])
}

class com.example.demo.Controller {
- void onStartButtonClick(ActionEvent)
- void onInfoButtonClick(ActionEvent)
- void onExitButtonClick(ActionEvent)
- void onBackButtonClick(ActionEvent)
- void onGoToScene1_1ButtonClick(ActionEvent)
- void onGoToScene1_2ButtonClick(ActionEvent)
- void onGoToScene1_3ButtonClick(ActionEvent)
- void onGoToScene1_3ChoicesButtonClick(ActionEvent)
- void onGoToScene1_3BadButtonClick(ActionEvent)
- void onGoToScene1_3GoodButtonClick(ActionEvent)
- void onGoToScene1_4ButtonClick(ActionEvent)
}
```

```
- void onGoToScene1_5ButtonClick(ActionEvent)
- void onGoToScene1_6ButtonClick(ActionEvent)
- void onGoToScene2ButtonClick(ActionEvent)
- void onGoToScene2_1ButtonClick(ActionEvent)
- void onGoToScene2_2ButtonClick(ActionEvent)
- void onGoToScene2_3ButtonClick(ActionEvent)
- void onGoToScene2_3ChoiceButtonClick(ActionEvent)
- void onGoToScene2_3BadButtonClick(ActionEvent)
- void onGoToScene2_3GoodButtonClick(ActionEvent)
- void onGoToScene2_4ButtonClick(ActionEvent)
- void onGoToScene2_5ButtonClick(ActionEvent)
- void onGoToScene3ButtonClick(ActionEvent)
- void onGoToScene3_1ButtonClick(ActionEvent)
- void onGoToScene3_2ButtonClick(ActionEvent)
- void onGoToScene3_2ChoicesButtonClick(ActionEvent)
- void onGoToScene3_2BadButtonClick(ActionEvent)
- void onGoToScene3_2GoodButtonClick(ActionEvent)
- void onGoToScene3_3ButtonClick(ActionEvent)
- void onGoToScene3_4ButtonClick(ActionEvent)
- void onGoToScene4ButtonClick(ActionEvent)
}
```

```
javafx.application.Application <|-- com.example.demo.Main
@enduml
```

2. Main.java:

```
package com.example.demo;

import javafx.application.Application;
import javafx.fxml.FXMLLoader;
import javafx.scene.Scene;
import javafx.scene.layout.AnchorPane;
import javafx.scene.media.Media;
import javafx.scene.media.MediaPlayer;
import javafx.stage.Stage;
```

```
import java.io.IOException;
import java.nio.file.Paths;

public class Main extends Application {
    private MediaPlayer mediaPlayer;
    private double backgroundMusicVolume = 0.25; // Adjust the volume here (0.0 to 1.0)

    @Override
    public void start(Stage stage) throws IOException {
        FXMLLoader fxmlLoader = new FXMLLoader(Main.class.getResource("MainMenu.fxml"));
        AnchorPane anchorPane = fxmlLoader.load();

        Scene mainMenuScene = new Scene(anchorPane);

        // Load the background music file
        String bgMusicFile = "background_music.mp3"; // Assuming the file is directly under src/main/resources
        Media bgMusicMedia = new Media(Paths.get("src/main/resources/" + bgMusicFile).toUri().toString());
        mediaPlayer = new MediaPlayer(bgMusicMedia);
        mediaPlayer.setVolume(backgroundMusicVolume); // Set the specified volume
        mediaPlayer.setCycleCount(MediaPlayer.INDEFINITE); // Set to repeat indefinitely
        mediaPlayer.play();

        stage.setTitle("Mikey's Beach Adventure!");

        // Set the AnchorPane dimensions to match the application's window (console) size
        stage.widthProperty().addListener((obs, oldVal, newVal) ->
            anchorPane.setPrefWidth(newVal.doubleValue()));
        stage.heightProperty().addListener((obs, oldVal, newVal) ->
            anchorPane.setPrefHeight(newVal.doubleValue()));

        stage.setScene(mainMenuScene);
        stage.show();
    }

    @Override
    public void stop() {
        // Stop the background music when the application is closed
    }
}
```

```
if(mediaPlayer != null) {  
    mediaPlayer.stop();  
}  
}  
  
public static void main(String[] args) {  
    launch();  
}  
}
```

3. Controller.java :

```
package com.example.demo;  
  
import javafx.event.ActionEvent;  
import javafx.fxml.FXML;  
import javafx.fxml.FXMLLoader;  
import javafx.scene.Node;  
import javafx.scene.Parent;  
import javafx.scene.Scene;  
import javafx.stage.Stage;  
import java.io.IOException;  
import java.util.Objects;  
  
public class Controller {  
  
    @FXML  
    private void onStartButtonClick(ActionEvent event) throws IOException {  
        Parent scene1Parent =  
            FXMLLoader.load(Objects.requireNonNull(getClass().getResource("scene1.fxml")));  
        Scene scene1 = new Scene(scene1Parent);  
  
        // Get the current stage from the event  
        Stage window = (Stage) ((Node) event.getSource()).getScene().getWindow();  
  
        // Set the new scene on the current stage  
        window.setScene(scene1);  
        window.show();  
    }  
}
```

```
}
```

```
@FXML
```

```
private void onInfoButtonClick(ActionEvent event) throws IOException {
```

```
Parent infoParent = FXMLLoader.load(Objects.requireNonNull(getClass().getResource("info.fxml")));
```

```
Scene infoScene = new Scene(infoParent);
```

```
// Get the current stage from the event
```

```
Stage window = (Stage) ((Node) event.getSource()).getScene().getWindow();
```

```
// Set the new scene on the current stage
```

```
window.setScene(infoScene);
```

```
window.show();
```

```
}
```

```
@FXML
```

```
private void onExitButtonClick(ActionEvent event) {
```

```
// Get the current stage and close it to exit the program
```

```
Stage window = (Stage) ((Node) event.getSource()).getScene().getWindow();
```

```
window.close();
```

```
}
```

```
@FXML
```

```
private void onBackButtonClick(ActionEvent event) throws IOException {
```

```
// Load the main menu scene and set it on the current stage
```

```
Parent mainMenuParent =
```

```
FXMLLoader.load(Objects.requireNonNull(getClass().getResource("MainMenu.fxml")));
```

```
Scene mainMenuScene = new Scene(mainMenuParent);
```

```
// Get the current stage from the event
```

```
Stage window = (Stage) ((Node) event.getSource()).getScene().getWindow();
```

```
// Set the new scene on the current stage
```

```
window.setScene(mainMenuScene);
```

```
window.show();
```

```
}
```

```
@FXML
```

```

private void onGoToScene1_1ButtonClick(ActionEvent event) throws IOException {
    // Load the scene1_1 scene and set it on the current stage
    Parent scene1_1Parent =
        FXMLLoader.load(Objects.requireNonNull(getClass().getResource("scene1_1.fxml")));
    Scene scene1_1 = new Scene(scene1_1Parent);

    // Get the current stage from the event
    Stage window = (Stage) ((Node) event.getSource()).getScene().getWindow();

    // Set the new scene on the current stage
    window.setScene(scene1_1);
    window.show();
}

@FXML
private void onGoToScene1_2ButtonClick(ActionEvent event) throws IOException {
    Parent scene1_2Parent =
        FXMLLoader.load(Objects.requireNonNull(getClass().getResource("scene1_2.fxml")));
    Scene scene1_2 = new Scene(scene1_2Parent);

    // Get the current stage from the event
    Stage window = (Stage) ((Node) event.getSource()).getScene().getWindow();

    // Set the new scene on the current stage
    window.setScene(scene1_2);
    window.show();
}

@FXML
private void onGoToScene1_3ButtonClick(ActionEvent event) throws IOException {
    Parent scene1_3Parent =
        FXMLLoader.load(Objects.requireNonNull(getClass().getResource("scene1_3.fxml")));
    Scene scene1_3 = new Scene(scene1_3Parent);

    // Get the current stage from the event
    Stage window = (Stage) ((Node) event.getSource()).getScene().getWindow();

    // Set the new scene on the current stage

```

```

window.setScene(scene1_3);
window.show();
}

@FXML
private void onGoToScene1_3ChoicesButtonClick(ActionEvent event) throws IOException {
Parent scene1_3ChoicesParent =
FXMLLoader.load(Objects.requireNonNull(getClass().getResource("scene1_3_choices.fxml")));
Scene scene1_3Choices = new Scene(scene1_3ChoicesParent);

// Get the current stage from the event
Stage window = (Stage) ((Node) event.getSource()).getScene().getWindow();

// Set the new scene on the current stage
window.setScene(scene1_3Choices);
window.show();
}

@FXML
private void onGoToScene1_3BadButtonClick(ActionEvent event) throws IOException {
Parent scene1_3BadParent =
FXMLLoader.load(Objects.requireNonNull(getClass().getResource("scene1_3_bad.fxml")));
Scene scene1_3Bad= new Scene(scene1_3BadParent);

// Get the current stage from the event
Stage window = (Stage) ((Node) event.getSource()).getScene().getWindow();

// Set the new scene on the current stage
window.setScene(scene1_3Bad);
window.show();
}

@FXML
private void onGoToScene1_3GoodButtonClick(ActionEvent event) throws IOException {
Parent scene1_3GoodParent =
FXMLLoader.load(Objects.requireNonNull(getClass().getResource("scene1_3_good.fxml")));
Scene scene1_3Good= new Scene(scene1_3GoodParent);
}

```

```
// Get the current stage from the event
Stage window = (Stage) ((Node) event.getSource()).getScene().getWindow();

// Set the new scene on the current stage
window.setScene(scene1_3Good);
window.show();
}

@FXML
private void onGoToScene1_4ButtonClick(ActionEvent event) throws IOException {
// Load the scene1_1 scene and set it on the current stage
Parent scene1_4Parent =
FXMLLoader.load(Objects.requireNonNull(getClass().getResource("scene1_4.fxml")));
Scene scene1_4 = new Scene(scene1_4Parent);

// Get the current stage from the event
Stage window = (Stage) ((Node) event.getSource()).getScene().getWindow();

// Set the new scene on the current stage
window.setScene(scene1_4);
window.show();
}

@FXML
private void onGoToScene1_5ButtonClick(ActionEvent event) throws IOException {
Parent scene1_5Parent =
FXMLLoader.load(Objects.requireNonNull(getClass().getResource("scene1_5.fxml")));
Scene scene1_5 = new Scene(scene1_5Parent);

// Get the current stage from the event
Stage window = (Stage) ((Node) event.getSource()).getScene().getWindow();

// Set the new scene on the current stage
window.setScene(scene1_5);
window.show();
}

@FXML
```

```
private void onGoToScene1_6ButtonClick(ActionEvent event) throws IOException {
    Parent scene1_6Parent =
        FXMLLoader.load(Objects.requireNonNull(getClass().getResource("scene1_6.fxml")));
    Scene scene1_6 = new Scene(scene1_6Parent);

    // Get the current stage from the event
    Stage window = (Stage) ((Node) event.getSource()).getScene().getWindow();

    // Set the new scene on the current stage
    window.setScene(scene1_6);
    window.show();
}

@FXML
private void onGoToScene2ButtonClick(ActionEvent event) throws IOException {
    Parent scene2Parent =
        FXMLLoader.load(Objects.requireNonNull(getClass().getResource("scene2.fxml")));
    Scene scene2 = new Scene(scene2Parent);

    // Get the current stage from the event
    Stage window = (Stage) ((Node) event.getSource()).getScene().getWindow();

    // Set the new scene on the current stage
    window.setScene(scene2);
    window.show();
}

@FXML
private void onGoToScene2_1ButtonClick(ActionEvent event) throws IOException {
    Parent scene2_1Parent =
        FXMLLoader.load(Objects.requireNonNull(getClass().getResource("scene2_1.fxml")));
    Scene scene2_1 = new Scene(scene2_1Parent);

    // Get the current stage from the event
    Stage window = (Stage) ((Node) event.getSource()).getScene().getWindow();

    // Set the new scene on the current stage
    window.setScene(scene2_1);
    window.show();
}
```

```
}

@FXML

private void onGoToScene2_2ButtonClick(ActionEvent event) throws IOException {
Parent scene2_2Parent =
FXMLLoader.load(Objects.requireNonNull(getClass().getResource("scene2_2.fxml")));
Scene scene2_2 = new Scene(scene2_2Parent);

// Get the current stage from the event
Stage window = (Stage) ((Node) event.getSource()).getScene().getWindow();

// Set the new scene on the current stage
window.setScene(scene2_2);
window.show();
}

@FXML

private void onGoToScene2_3ButtonClick(ActionEvent event) throws IOException {
Parent scene2_3Parent =
FXMLLoader.load(Objects.requireNonNull(getClass().getResource("scene2_3.fxml")));
Scene scene2_3 = new Scene(scene2_3Parent);

// Get the current stage from the event
Stage window = (Stage) ((Node) event.getSource()).getScene().getWindow();

// Set the new scene on the current stage
window.setScene(scene2_3);
window.show();
}

@FXML

private void onGoToScene2_3ChoiceButtonClick(ActionEvent event) throws IOException {
Parent scene2_3ChoiceParent =
FXMLLoader.load(Objects.requireNonNull(getClass().getResource("scene2_3_choices.fxml")));
Scene scene2_3Choice = new Scene(scene2_3ChoiceParent);

// Get the current stage from the event
Stage window = (Stage) ((Node) event.getSource()).getScene().getWindow();

// Set the new scene on the current stage
```

```
window.setScene(scene2_3Choice);
window.show();
}
@FXML
private void onGoToScene2_3BadButtonClick(ActionEvent event) throws IOException {
Parent scene2_3BadParent =
FXMLLoader.load(Objects.requireNonNull(getClass().getResource("scene2_3_bad.fxml")));
Scene scene2_3Bad = new Scene(scene2_3BadParent);

// Get the current stage from the event
Stage window = (Stage) ((Node) event.getSource()).getScene().getWindow();

// Set the new scene on the current stage
window.setScene(scene2_3Bad);
window.show();
}

@FXML
private void onGoToScene2_3GoodButtonClick(ActionEvent event) throws IOException {
Parent scene2_3GoodParent =
FXMLLoader.load(Objects.requireNonNull(getClass().getResource("scene2_3_good.fxml")));
Scene scene2_3Good = new Scene(scene2_3GoodParent),

// Get the current stage from the event
Stage window = (Stage) ((Node) event.getSource()).getScene().getWindow();

// Set the new scene on the current stage
window.setScene(scene2_3Good);
window.show();
}

@FXML
private void onGoToScene2_4ButtonClick(ActionEvent event) throws IOException {
Parent scene2_4Parent =
FXMLLoader.load(Objects.requireNonNull(getClass().getResource("scene2_4.fxml")));
Scene scene2_4 = new Scene(scene2_4Parent);

// Get the current stage from the event
Stage window = (Stage) ((Node) event.getSource()).getScene().getWindow();
```

```

// Set the new scene on the current stage
window.setScene(scene2_4);
window.show();
}

@FXML
private void onGoToScene2_5ButtonClick(ActionEvent event) throws IOException {
Parent scene2_5Parent =
FXMLLoader.load(Objects.requireNonNull(getClass().getResource("scene2_5.fxml")));
Scene scene2_5 = new Scene(scene2_5Parent);

// Get the current stage from the event
Stage window = (Stage) ((Node) event.getSource()).getScene().getWindow();

// Set the new scene on the current stage
window.setScene(scene2_5);
window.show();
}

@FXML
private void onGoToScene3ButtonClick(ActionEvent event) throws IOException {
Parent scene3Parent =
FXMLLoader.load(Objects.requireNonNull(getClass().getResource("scene3.fxml")));
Scene scene3 = new Scene(scene3Parent);

// Get the current stage from the event
Stage window = (Stage) ((Node) event.getSource()).getScene().getWindow();

// Set the new scene on the current stage
window.setScene(scene3);
window.show();
}

@FXML
private void onGoToScene3_1ButtonClick(ActionEvent event) throws IOException {
Parent scene3_1Parent =
FXMLLoader.load(Objects.requireNonNull(getClass().getResource("scene3_1.fxml")));
Scene scene3_1 = new Scene(scene3_1Parent);

```

```

// Get the current stage from the event
Stage window = (Stage) ((Node) event.getSource()).getScene().getWindow();

// Set the new scene on the current stage
window.setScene(scene3_1);
window.show();
}

@FXML
private void onGoToScene3_2ButtonClick(ActionEvent event) throws IOException {
Parent scene3_2Parent =
FXMLLoader.load(Objects.requireNonNull(getClass().getResource("scene3_2.fxml")));
Scene scene3_2 = new Scene(scene3_2Parent);

// Get the current stage from the event
Stage window = (Stage) ((Node) event.getSource()).getScene().getWindow();

// Set the new scene on the current stage
window.setScene(scene3_2);
window.show();
}

@FXML
private void onGoToScene3_2ChoicesButtonClick(ActionEvent event) throws IOException {
Parent scene3_2ChoicesParent =
FXMLLoader.load(Objects.requireNonNull(getClass().getResource("scene3_2_choices.fxml")));
Scene scene3_2Choices = new Scene(scene3_2ChoicesParent);

// Get the current stage from the event
Stage window = (Stage) ((Node) event.getSource()).getScene().getWindow();

// Set the new scene on the current stage
window.setScene(scene3_2Choices);
window.show();
}

@FXML

```

```

private void onGoToScene3_2BadButtonClick(ActionEvent event) throws IOException {
    Parent scene3_2BadParent =
        FXMLLoader.load(Objects.requireNonNull(getClass().getResource("scene3_2_bad.fxml")));
    Scene scene3_2Bad= new Scene(scene3_2BadParent);

    // Get the current stage from the event
    Stage window = (Stage) ((Node) event.getSource()).getScene().getWindow();

    // Set the new scene on the current stage
    window.setScene(scene3_2Bad);
    window.show();
}

@FXML
private void onGoToScene3_2GoodButtonClick(ActionEvent event) throws IOException {
    Parent scene3_2GoodParent =
        FXMLLoader.load(Objects.requireNonNull(getClass().getResource("scene3_2_good.fxml")));
    Scene scene3_2Good= new Scene(scene3_2GoodParent);

    // Get the current stage from the event
    Stage window = (Stage) ((Node) event.getSource()).getScene().getWindow();

    // Set the new scene on the current stage
    window.setScene(scene3_2Good);
    window.show();
}

@FXML
private void onGoToScene3_3ButtonClick(ActionEvent event) throws IOException {
    Parent scene3_3Parent =
        FXMLLoader.load(Objects.requireNonNull(getClass().getResource("scene3_3.fxml")));
    Scene scene3_3 = new Scene(scene3_3Parent);

    // Get the current stage from the event
    Stage window = (Stage) ((Node) event.getSource()).getScene().getWindow();

    // Set the new scene on the current stage

```

```

window.setScene(scene3_3);
window.show();
}

@FXML
private void onGoToScene3_4ButtonClick(ActionEvent event) throws IOException {
Parent scene3_4Parent =
FXMLLoader.load(Objects.requireNonNull(getClass().getResource("scene3_4.fxml")));
Scene scene3_4 = new Scene(scene3_4Parent);

// Get the current stage from the event
Stage window = (Stage) ((Node) event.getSource()).getScene().getWindow();

// Set the new scene on the current stage
window.setScene(scene3_4);
window.show();
}

@FXML
private void onGoToScene4ButtonClick(ActionEvent event) throws IOException {
Parent scene4Parent =
FXMLLoader.load(Objects.requireNonNull(getClass().getResource("scene4.fxml")));
Scene scene4 = new Scene(scene4Parent);

// Get the current stage from the event
Stage window = (Stage) ((Node) event.getSource()).getScene().getWindow();

// Set the new scene on the current stage
window.setScene(scene4);
window.show();
}
}

```

4. info.fxml:

```
<?xml version="1.0" encoding="UTF-8"?>
```

```
<?import javafx.scene.control.Button?>
```

```
<?import javafx.scene.effect.Bloom?>
<?import javafx.scene.effect.DropShadow?>
<?import javafx.scene.effect.Glow?>
<?import javafx.scene.image.Image?>
<?import javafx.scene.image.ImageView?>
<?import javafx.scene.layout.AnchorPane?>
<?import javafx.scene.paint.Color?>
<?import javafx.scene.shape.Rectangle?>
<?import javafx.scene.text.Font?>
<?import javafx.scene.text.Text?>

<AnchorPane prefHeight="700.0" prefWidth="907.0" style="-fx-background-color: #f8efd3;" xmlns="http://javafx.com/javafx/20.0.1" xmlns:fx="http://javafx.com/fxml/1" fx:controller="com.example.demo.Controller">
<children>
<Rectangle arcHeight="5.0" arcWidth="5.0" fill="WHITE" height="425.0" layoutX="73.0" layoutY="221.0" stroke="BLACK" strokeType="INSIDE" width="342.0">
<effect>
<DropShadow height="99.35" radius="53.4325" width="116.38">
<color>
<Color red="0.4216121435165405" green="0.8245614171028137" blue="0.18832574784755707" />
</color>
</DropShadow>
</effect>
</Rectangle>
<ImageView fitHeight="237.0" fitWidth="269.0" layoutX="54.0" layoutY="-16.0" pickOnBounds="true" preserveRatio="true">
<image>
<Image url="@../../mikey.png" />
</image>
</ImageView>
<ImageView fitHeight="225.0" fitWidth="179.0" layoutX="705.0" layoutY="422.0" pickOnBounds="true" preserveRatio="true">
<image>
<Image url="@../../michel.png" />
</image>
</ImageView>
```

```
<Text fill="#7b0015" layoutX="82.0" layoutY="251.0" lineSpacing="6.0" strokeType="OUTSIDE" strokeWidth="0.0" text="Meet Mikey, a young boy with a heart as vast as the ocean and a spirit as free as a soaring seagull. His infectious passion for marine life drives him to protect underwater wonders. From sea turtles to colorful fish, he knows them all by heart. Mikey volunteers at marine conservation organizations and organizes beach clean-ups, making a magical connection with sea creatures. His dedication knows no bounds, whether raising awareness about climate change or reducing single-use plastic." wrappingWidth="322.0000000000002">  
<font>  
<Font name="System Bold" size="17.0" />  
</font>  
<effect>  
<Bloom>  
<input>  
<Glow />  
</input>  
</Bloom>  
</effect>  
</Text>  
<Rectangle arcHeight="5.0" arcWidth="5.0" fill="WHITE" height="412.0" layoutX="486.0" layoutY="10.0" stroke="BLACK" strokeType="INSIDE" width="342.0">  
<effect>  
<DropShadow height="80.37" radius="39.9275" spread="0.22" width="81.34">  
<color>  
<Color red="0.9561403393745422" green="0.42249205708503723" blue="0.041314706206321716" />  
</color>  
</DropShadow>  
</effect>  
</Rectangle>  
<Text fill="#ff5100" layoutX="496.0" layoutY="33.0" lineSpacing="4.0" strokeType="OUTSIDE" strokeWidth="0.0" text="Meet Michelangelo, the ocean-loving ninja turtle with a heart as vast as the sea. His infectious passion for marine life drives him to protect underwater wonders. From sea turtles to colorful fish, he knows them all by heart. Michelangelo's deep connection to the ocean fuels his actions, battling pollution and organizing beach clean-ups. Trusted by dolphins and sea turtles alike, his dedication knows no bounds. Pizza-loving and devoted to his brothers, he fights for a cleaner, healthier world." textAlignment="JUSTIFY" wrappingWidth="322.0">  
<font>  
<Font name="System Bold" size="17.0" />
```

```

</font>
</Text>
<Text fill="#03613e" layoutX="232.0" layoutY="136.0" strokeType="OUTSIDE" strokeWidth="0.0"
text="MIKEY">
<font>
<Font name="System Bold Italic" size="42.0" />
</font>
</Text>
<Text fill="#bf6f0f" layoutX="486.0" layoutY="549.0" strokeType="OUTSIDE" strokeWidth="0.0"
text="Michelangelo" textAlignment="JUSTIFY" wrappingWidth="248.999999999994">
<font>
<Font name="System Bold Italic" size="38.0" />
</font>
</Text>
<Button fx:id="backButton" layoutX="815.0" layoutY="660.0" mnemonicParsing="false"
onAction="#onBackButtonClick" prefHeight="25.0" prefWidth="77.0" text="BACK" />
</children>
</AnchorPane>

```

5. MainMenu.fxml

```

<?xml version="1.0" encoding="UTF-8"?>

<?import javafx.scene.control.Button?>
<?import javafx.scene.effect.Reflection?>
<?import javafx.scene.effect.SepiaTone?>
<?import javafx.scene.image.Image?>
<?import javafx.scene.image.ImageView?>
<?import javafx.scene.layout.AnchorPane?>
<?import javafx.scene.text.Font?>

<AnchorPane xmlns="http://javafx.com/javafx/20.0.1" xmlns:fx="http://javafx.com/fxml/1"
fx:controller="com.example.demo.Controller">
<children>
<!-- Background Image -->
<ImageView fitHeight="517.0" fitWidth="907.0" pickOnBounds="true" preserveRatio="true">
<image>
<Image url="@../../MainMenuBG.png" />

```

```
</image>
</ImageView>
<ImageView fitHeight="304.0" fitWidth="553.0" layoutX="91.19999694824219" layoutY="20.0"
pickOnBounds="true" preserveRatio="true">
<image>
<Image url="@../../Title (Main Page).png" />
</image>
</ImageView>
<Button fx:id="startButton" layoutX="186.39999389648438" layoutY="344.79998779296875"
onAction="#onStartButtonClick" prefHeight="19.0" prefWidth="330.0" style="-fx-background-color:
#FFA500;" text="START" textFill="WHITE">
<effect>
<SepiaTone level="0.0">
<input>
<Reflection />
</input>
</SepiaTone>
</effect>
<font>
<Font name="Fugaz One" size="14.0" />
</font>
</Button>
<Button fx:id="infoButton" layoutX="184.8000030517578" layoutY="394.3999938964844"
mnemonicParsing="false" onAction="#onInfoButtonClick" prefHeight="19.0" prefWidth="333.0"
style="-fx-background-color: #FFA500;" text="INFO" textFill="WHITE">
<font>
<Font name="Fugaz One" size="14.0" />
</font>
<effect>
<SepiaTone level="0.0">
<input>
<Reflection />
</input>
</SepiaTone>
</effect>
</Button>
```

```

<Button fx:id="exitButton" layoutX="184.0" layoutY="444.0" mnemonicParsing="false"
onAction="#onExitButtonClick" prefHeight="19.0" prefWidth="335.0" style="-fx-background-color:
#FFA500;" text="EXIT" textFill="WHITE">
<effect>
<SepiaTone level="0.0">
<input>
<Reflection />
</input>
</SepiaTone>
</effect>
<font>
<Font name="Fugaz One" size="14.0" />
</font>
</Button>
<children>
</AnchorPane>

```

6. scene1.fxml

```

<?xml version="1.0" encoding="UTF-8"?>

<?import javafx.scene.control.Button?>
<?import javafx.scene.layout.AnchorPane?>
<?import javafx.scene.shape.Rectangle?>
<?import javafx.scene.text.Font?>
<?import javafx.scene.text.Text?>

<AnchorPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity"
prefHeight="700.0" prefWidth="907.0" style="-fx-background-color: #000000;" 
xmlns="http://javafx.com/javafx/20.0.1" xmlns:fx="http://javafx.com/fxml/1"
fx:controller="com.example.demo.Controller">
<children>
<Rectangle arcHeight="5.0" arcWidth="5.0" fill="#f8efd3" height="134.0" layoutX="12.0"
layoutY="554.0" stroke="BLACK" strokeType="INSIDE" width="885.0" />
<Text fill="RED" layoutX="25.0" layoutY="582.0" lineSpacing="2.0" strokeType="OUTSIDE"
strokeWidth="0.0" text="In the mesmerizing coastal town of Coralville, where the crystal-clear waters
danced with sunlight, lived a compassionate 12-year-old boy named Mikey. With a heart full of wonder and
imagination, Mikey spent his days exploring the town's hidden corners and helping those in need. His
kindness and curiosity made him a beloved figure in the community, and he often found solace in the
majestic sunsets over the ocean. Mikey's adventures were filled with magic and wonder, as he
discovered new friends and treasures along the way." />

```

```

a love for the ocean, Mikey found himself drawn to marine life, captivated by the mysteries beneath the
azure depths." textAlignment="JUSTIFY" wrappingWidth="859.7811698913574">
<font>
<Font name="Wingdings" size="24.0" />
</font>
</Text>
<Button layoutX="830.0" layoutY="654.0" mnemonicParsing="false"
onAction="#onGoToScene1_1ButtonClick" prefHeight="25.0" prefWidth="66.0"
style="-fx-background-color: #f8efd3;" text="➔">
<font>
<Font size="15.0" />
</font>
</Button>
</children>
</AnchorPane>
```

7. scene1_1.fxml

```

<?xml version="1.0" encoding="UTF-8"?>

<?import javafx.scene.control.*?>
<?import javafx.scene.image.*?>
<?import javafx.scene.layout.*?>
<?import javafx.scene.shape.*?>
<?import javafx.scene.text.*?>

<AnchorPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity"
prefHeight="700.0" prefWidth="907.0" style="-fx-background-color: #000000;"
xmlns="http://javafx.com/javafx/17.0.2-ea" xmlns:fx="http://javafx.com/fxml/1"
fx:controller="com.example.demo.Controller">
<children>
<ImageView fitHeight="554.0" fitWidth="912.0" layoutX="-4.0" layoutY="-7.0" pickOnBounds="true"
preserveRatio="true">
<image>
<Image url="@../../Scene1.png" />
</image>
</ImageView>
```

```

<Rectangle arcHeight="5.0" arcWidth="5.0" fill="#f8efd3" height="134.0" layoutX="12.0"
layoutY="554.0" stroke="BLACK" strokeType="INSIDE" width="885.0" />
<Text fill="RED" layoutX="22.0" layoutY="585.0" lineSpacing="2.0" strokeType="OUTSIDE"
strokeWidth="0.0" text="Mikey felt parched and saw the milk tea store nestled on the vibrant boardwalk,
just a few steps away from the beach's edge." textAlignment="JUSTIFY"
wrappingWidth="862.9813041687012">
<font>
<Font name="Wingdings" size="24.0" />
</font>
</Text>
<Button layoutX="830.0" layoutY="642.0" mnemonicParsing="false"
onAction="#onGoToScene1_2ButtonClick" prefHeight="25.0" prefWidth="66.0"
style="-fx-background-color: #f8efd3;" text="➔">
<font>
<Font size="20.0" />
</font>
</Button>
</children>
</AnchorPane>

```

8. scene1_2.fxml

```

<?xml version="1.0" encoding="UTF-8"?>

<?import javafx.scene.control.*?>
<?import javafx.scene.image.*?>
<?import javafx.scene.layout.*?>
<?import javafx.scene.shape.*?>
<?import javafx.scene.text.*?>

<AnchorPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity"
prefHeight="700.0" prefWidth="907.0" style="-fx-background-color: #000000;"
xmlns="http://javafx.com/javafx/17.0.2-ea" xmlns:fx="http://javafx.com/fxml/1"
fx:controller="com.example.demo.Controller">
<children>
<ImageView fitHeight="554.0" fitWidth="912.0" layoutX="-4.0" layoutY="-7.0" pickOnBounds="true"
preserveRatio="true">
<image>

```

```

<Image url="@../../Scene1.png" />
</image>
</ImageView>
<Rectangle arcHeight="5.0" arcWidth="5.0" fill="#f8efd3" height="134.0" layoutX="12.0"
layoutY="554.0" stroke="BLACK" strokeType="INSIDE" width="885.0" />
<Text fill="#013807" layoutX="26.0" layoutY="602.0" lineSpacing="2.0" strokeType="OUTSIDE"
strokeWidth="0.0" text="Mikey: "Hi, can I get a milk tea, please?""'
textAlignment="JUSTIFY" wrappingWidth="856.5812797546387">
<font>
<Font name="Comic Sans MS" size="24.0" />
</font>
</Text>
<Button layoutX="830.0" layoutY="642.0" mnemonicParsing="false"
onAction="#onGoToScene1_3ButtonClick" prefHeight="25.0" prefWidth="66.0"
style="-fx-background-color: #f8efd3;" text="→">
<font>
<Font size="15.0" />
</font>
</Button>
</children>
</AnchorPane>

```

9. scene1_3.fxml

```

<?xml version="1.0" encoding="UTF-8"?>

<?import javafx.scene.control.*?>
<?import javafx.scene.image.*?>
<?import javafx.scene.layout.*?>
<?import javafx.scene.shape.*?>
<?import javafx.scene.text.*?>

<AnchorPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity"
prefHeight="700.0" prefWidth="907.0" style="-fx-background-color: #000000;"'
xmlns="http://javafx.com/javafx/17.0.2-ea" xmlns:fx="http://javafx.com/fxml/1"
fx:controller="com.example.demo.Controller">
<children>
```

```

<ImageView fitHeight="554.0" fitWidth="912.0" layoutX="-4.0" layoutY="-7.0" pickOnBounds="true"
preserveRatio="true">
<image>
<Image url="@../../Scene1.png" />
</image>
</ImageView>
<Rectangle arcHeight="5.0" arcWidth="5.0" fill="#f8efd3" height="134.0" layoutX="12.0"
layoutY="554.0" stroke="BLACK" strokeType="INSIDE" width="885.0" />
<Text fill="#0044ff" layoutX="25.0" layoutY="584.0" lineSpacing="2.0" strokeType="OUTSIDE"
strokeWidth="0.0" text="Vendor: "Hi there! One milk tea coming right up. Would you like a paper or
plastic straw with that?"" textAlignment="JUSTIFY" wrappingWidth="859.7814750671387">
<font>
<Font name="Comic Sans MS" size="24.0" />
</font>
</Text>
<Button layoutX="830.0" layoutY="654.0" mnemonicParsing="false"
onAction="#onGoToScene1_3ChoicesButtonClick" prefHeight="25.0" prefWidth="66.0"
style="-fx-background-color: #f8efd3;" text="→">
<font>
<Font size="15.0" />
</font>
</Button>
</children>
</AnchorPane>

```

10. scene1_3_bad.fxml

```

<?xml version="1.0" encoding="UTF-8"?>

<?import javafx.scene.control.*?>
<?import javafx.scene.effect.*?>
<?import javafx.scene.image.*?>
<?import javafx.scene.layout.*?>
<?import javafx.scene.shape.*?>
<?import javafx.scene.text.*?>

<AnchorPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity"
prefHeight="700.0" prefWidth="907.0" style="-fx-background-color: #000000;"
```

```

xmlns="http://javafx.com/javafx/17.0.2-ea" xmlns:fx="http://javafx.com/fxml/1"
fx:controller="com.example.demo.Controller">
<children>
<ImageView fitHeight="554.0" fitWidth="912.0" layoutX="-4.0" layoutY="-7.0" pickOnBounds="true"
preserveRatio="true">
<image>
<Image url="@../../../../Scene5.png" />
</image>
</ImageView>
<Rectangle arcHeight="5.0" arcWidth="5.0" fill="#f8efd3" height="134.0" layoutX="12.0"
layoutY="554.0" stroke="BLACK" strokeType="INSIDE" width="885.0" />
<Rectangle arcHeight="5.0" arcWidth="5.0" fill="WHITE" height="323.0" layoutX="378.0"
layoutY="132.0" stroke="BLACK" strokeType="INSIDE" width="469.0">
<effect>
<DropShadow />
</effect>
</Rectangle>
<Text fill="#ff5100" layoutX="390.0" layoutY="168.0" lineSpacing="9.0" strokeType="OUTSIDE"
strokeWidth="0.0" text="Hey there, it's Michelangelo! I gotta get this off my chest, dudes. It's a total
bummer when I see people using more plastic, hurting our ocean pals. We're like a family, and it hurts to
think we're not all fighting for a cleaner world together. We need some real turtle power to make better
choices and protect our ocean buddies. Let's show them we care and make a splash for the environment!
Cowabunga! 🐢❤️🐢" textAlignment="JUSTIFY" wrappingWidth="445.58137130737305">
<font>
<Font name="System Bold" size="18.0" />
</font>
<effect>
<Glow />
</effect>
</Text>
<Text fill="RED" layoutX="430.0" layoutY="109.0" strokeType="OUTSIDE" strokeWidth="0.0"
text="GAME OVER!!" wrappingWidth="364.58137130737305">
<font>
<Font name="System Bold" size="55.0" />
</font>
<effect>
<InnerShadow />

```

```

</effect>
</Text>
<Button layoutX="242.0" layoutY="604.0" mnemonicParsing="false" onAction="#onStartButtonClick"
prefHeight="56.0" prefWidth="118.0" style="-fx-background-color: GREEN;" text="YES"
textFill="WHITE">
<font>
<Font name="Arial Black" size="20.0" />
</font>
</Button>
<Button layoutX="549.0" layoutY="604.0" mnemonicParsing="false" onAction="#onExitButtonClick"
prefHeight="56.0" prefWidth="118.0" style="-fx-background-color: RED;" text="NO" textFill="WHITE">
<font>
<Font name="Arial Black" size="20.0" />
</font>
</Button>
<Text layoutX="361.0" layoutY="596.0" strokeType="OUTSIDE" strokeWidth="0.0" text="Try again?">
<font>
<Font name="Lucida Sans Unicode" size="38.0" />
</font>
</Text>
</children>
</AnchorPane>

```

11. scene1_3_choices.fxml

```

<?xml version="1.0" encoding="UTF-8"?>

<?import javafx.scene.control.*?>
<?import javafx.scene.image.*?>
<?import javafx.scene.layout.*?>
<?import javafx.scene.shape.*?>
<?import javafx.scene.text.*?>

<AnchorPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity"
prefHeight="700.0" prefWidth="907.0" style="-fx-background-color: #000000;"
xmlns="http://javafx.com/javafx/17.0.2-ea" xmlns:fx="http://javafx.com/fxml/1"
fx:controller="com.example.demo.Controller">
<children>

```

```

<ImageView fitHeight="554.0" fitWidth="912.0" layoutX="-4.0" layoutY="-7.0" pickOnBounds="true"
preserveRatio="true">
<image>
<Image url="@../../Scene1.png" />
</image>
</ImageView>
<Rectangle arcHeight="5.0" arcWidth="5.0" fill="#f8efd3" height="134.0" layoutX="12.0"
layoutY="554.0" stroke="BLACK" strokeType="INSIDE" width="885.0" />
<Button layoutX="246.0" layoutY="604.0" mnemonicParsing="false"
onAction="#onGoToScene1_3GoodButtonClick" prefHeight="56.0" prefWidth="125.0"
style="-fx-background-color: Green;" text="PAPER STRAW" textFill="WHITE">
<font>
<Font name="Arial Black" size="12.0" />
</font>
</Button>
<Button layoutX="549.0" layoutY="604.0" mnemonicParsing="false"
onAction="#onGoToScene1_3BadButtonClick" prefHeight="56.0" prefWidth="125.0"
style="-fx-background-color: #ff0000;" text="PLASTIC STRAW" textFill="WHITE">
<font>
<Font name="Arial Black" size="12.0" />
</font>
</Button>
<Text layoutX="126.0" layoutY="592.0" strokeType="OUTSIDE" strokeWidth="0.0" text="What type of
straw should Mikey pick?" wrappingWidth="654.7629089355469">
<font>
<Font name="Lucida Sans Unicode" size="35.0" />
</font>
</Text>
</children>
</AnchorPane>

```

12. scene1_3_good.fxml

```

<?xml version="1.0" encoding="UTF-8"?>

<?import javafx.scene.control.*?>
<?import javafx.scene.image.*?>
<?import javafx.scene.layout.*?>

```

```

<?import javafx.scene.shape.*?>
<?import javafx.scene.text.*?>

<AnchorPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity"
prefHeight="700.0" prefWidth="907.0" style="-fx-background-color: #000000;" 
xmlns="http://javafx.com/javafx/17.0.2-ea" xmlns:fx="http://javafx.com/fxml/1"
fx:controller="com.example.demo.Controller">
<children>
<ImageView fitHeight="554.0" fitWidth="912.0" layoutX="-4.0" layoutY="-7.0" pickOnBounds="true"
preserveRatio="true">
<image>
<Image url="@../../Scene1.png" />
</image>
</ImageView>
<Rectangle arcHeight="5.0" arcWidth="5.0" fill="#f8efd3" height="134.0" layoutX="12.0"
layoutY="554.0" stroke="BLACK" strokeType="INSIDE" width="885.0" />
<Text fill="#013807" layoutX="27.0" layoutY="584.0" lineSpacing="2.0" strokeType="OUTSIDE"
strokeWidth="0.0" text="Mikey: &quot;I'll go with the paper straw, please. It's better for the environment
and marine life.&quot;" textAlignment="JUSTIFY" wrappingWidth="852.5813407897949">
<font>
<Font name="Comic Sans MS" size="24.0" />
</font>
</Text>
<Button layoutX="830.0" layoutY="654.0" mnemonicParsing="false"
onAction="#onGoToScene1_4ButtonClick" prefHeight="25.0" prefWidth="66.0"
style="-fx-background-color: #f8efd3;" text="➡">
<font>
<Font size="15.0" />
</font>
</Button>
</children>
</AnchorPane>

```

13. scene1_4.fxml

```

<?xml version="1.0" encoding="UTF-8"?>

<?import javafx.scene.control.*?>

```

```

<?import javafx.scene.image.*?>
<?import javafx.scene.layout.*?>
<?import javafx.scene.shape.*?>
<?import javafx.scene.text.*?>

<AnchorPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity"
prefHeight="700.0" prefWidth="907.0" style="-fx-background-color: #000000;" 
xmlns="http://javafx.com/javafx/17.0.2-ea" xmlns:fx="http://javafx.com/fxml/1"
fx:controller="com.example.demo.Controller">
<children>
<ImageView fitHeight="554.0" fitWidth="912.0" layoutX="-4.0" layoutY="-7.0" pickOnBounds="true"
preserveRatio="true">
<image>
<Image url="@../../Scene1.png" />
</image>
</ImageView>
<Rectangle arcHeight="5.0" arcWidth="5.0" fill="#f8efd3" height="134.0" layoutX="12.0"
layoutY="554.0" stroke="BLACK" strokeType="INSIDE" width="885.0" />
<Text fill="#0044ff" layoutX="21.0" layoutY="589.0" lineSpacing="2.0" strokeType="OUTSIDE"
strokeWidth="0.0" text="Vendor: &quot;That's a wise choice, young man. Here's your milk tea with a
paper straw.&quot;" textAlignment="JUSTIFY" wrappingWidth="863.7812614440918">
<font>
<Font name="Comic Sans MS" size="24.0" />
</font>
</Text>
<Button layoutX="830.0" layoutY="654.0" mnemonicParsing="false"
onAction="#onGoToScene1_5ButtonClick" prefHeight="25.0" prefWidth="66.0"
style="-fx-background-color: #f8efd3;" text="→">
<font>
<Font size="15.0" />
</font>
</Button>
</children>
</AnchorPane>

```

14. scene1_5.fxml

```
<?xml version="1.0" encoding="UTF-8"?>
```

```
<?import javafx.scene.control.*?>
<?import javafx.scene.image.*?>
<?import javafx.scene.layout.*?>
<?import javafx.scene.shape.*?>
<?import javafx.scene.text.*?>

<AnchorPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity"
prefHeight="700.0" prefWidth="907.0" style="-fx-background-color: #000000;" 
xmlns="http://javafx.com/javafx/17.0.2-ea" xmlns:fx="http://javafx.com/fxml/1"
fx:controller="com.example.demo.Controller">
<children>
<ImageView fitHeight="554.0" fitWidth="912.0" layoutX="-4.0" layoutY="-7.0" pickOnBounds="true"
preserveRatio="true">
<image>
<Image url="@../../Scene1.png" />
</image>
</ImageView>
<Rectangle arcHeight="5.0" arcWidth="5.0" fill="#f8efd3" height="134.0" layoutX="12.0"
layoutY="554.0" stroke="BLACK" strokeType="INSIDE" width="885.0" />
<Text fill="#013807" layoutX="33.0" layoutY="598.0" lineSpacing="2.0" strokeType="OUTSIDE"
strokeWidth="0.0" text="Mikey: "Thanks! I want to do my part to protect the ocean and marine
life."" textAlignment="JUSTIFY" wrappingWidth="858.9812431335449">
<font>
<Font name="Comic Sans MS" size="24.0" />
</font>
</Text>
<Button layoutX="830.0" layoutY="654.0" mnemonicParsing="false"
onAction="#onGoToScene1_6ButtonClick" prefHeight="25.0" prefWidth="66.0"
style="-fx-background-color: #f8efd3;" text="→">
<font>
<Font size="15.0" />
</font>
</Button>
</children>
</AnchorPane>
```

15. scene1_6.fxml

```
<?xml version="1.0" encoding="UTF-8"?>

<?import javafx.scene.control.*?>
<?import javafx.scene.image.*?>
<?import javafx.scene.layout.*?>
<?import javafx.scene.shape.*?>
<?import javafx.scene.text.*?>

<AnchorPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity"
prefHeight="700.0" prefWidth="907.0" style="-fx-background-color: #000000;" 
xmlns="http://javafx.com/javafx/17.0.2-ea" xmlns:fx="http://javafx.com/fxml/1"
fx:controller="com.example.demo.Controller">

<children>
<ImageView fitHeight="554.0" fitWidth="912.0" layoutX="-4.0" layoutY="-7.0" pickOnBounds="true"
preserveRatio="true">
<image>
<Image url="@../../Scene1.png" />
</image>
</ImageView>
<Rectangle arcHeight="5.0" arcWidth="5.0" fill="#f8efd3" height="134.0" layoutX="12.0"
layoutY="554.0" stroke="BLACK" strokeType="INSIDE" width="885.0" />
<Text fill="#0044ff" layoutX="23.0" layoutY="601.0" lineSpacing="2.0" strokeType="OUTSIDE"
strokeWidth="0.0" text="Vendor: &quot;You're absolutely right. Enjoy your milk tea, and keep up the
fantastic work!&quot;" textAlignment="JUSTIFY" wrappingWidth="858.9813041687012">
<font>
<Font name="Comic Sans MS" size="24.0" />
</font>
</Text>
<Button layoutX="830.0" layoutY="654.0" mnemonicParsing="false"
onAction="#onGoToScene2ButtonClick" prefHeight="25.0" prefWidth="66.0"
style="-fx-background-color: #f8efd3;" text="➔">
<font>
<Font size="15.0" />
</font>
</Button>
</children>
```

```
</AnchorPane>
```

16. scene2.fxml

```
<?xml version="1.0" encoding="UTF-8"?>

<?import javafx.scene.control.Button?>
<?import javafx.scene.layout.AnchorPane?>
<?import javafx.scene.shape.Rectangle?>
<?import javafx.scene.text.Font?>
<?import javafx.scene.text.Text?>

<AnchorPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity"
prefHeight="700.0" prefWidth="907.0" style="-fx-background-color: #000000;" 
xmlns="http://javafx.com/javafx/20.0.1" xmlns:fx="http://javafx.com/fxml/1"
fx:controller="com.example.demo.Controller">

<children>
    <Rectangle arcHeight="5.0" arcWidth="5.0" fill="#f8efd3" height="134.0" layoutX="12.0"
layoutY="554.0" stroke="BLACK" strokeType="INSIDE" width="885.0" />
    <Text fill="RED" layoutX="34.0" layoutY="597.0" lineSpacing="2.0" strokeType="OUTSIDE"
strokeWidth="0.0" text="Little Mikey, with a smile as warm as the sun, strolled along the sandy shore,
savoring the last delightful sip of his milk tea through a cheerful plastic straw, as the ocean breeze danced
around him." textAlignment="JUSTIFY" wrappingWidth="850.9813652038574">
        <font>
            <Font name="Wingdings" size="24.0" />
        </font>
    </Text>
    <Button layoutX="830.0" layoutY="654.0" mnemonicParsing="false"
onAction="#onGoToScene2_1ButtonClick" prefHeight="25.0" prefWidth="66.0"
style="-fx-background-color: #f8efd3;" text="→">
        <font>
            <Font size="15.0" />
        </font>
    </Button>
</children>
</AnchorPane>
```

17. scene2_1.fxml

```

<?xml version="1.0" encoding="UTF-8"?>

<?import javafx.scene.control.*?>
<?import javafx.scene.image.*?>
<?import javafx.scene.layout.*?>
<?import javafx.scene.shape.*?>
<?import javafx.scene.text.*?>

<AnchorPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity"
prefHeight="700.0" prefWidth="907.0" style="-fx-background-color: #000000;" 
xmlns="http://javafx.com/javafx/17.0.2-ea" xmlns:fx="http://javafx.com/fxml/1"
fx:controller="com.example.demo.Controller">

<children>
<ImageView fitHeight="554.0" fitWidth="912.0" layoutX="-4.0" layoutY="-7.0" pickOnBounds="true"
preserveRatio="true">
<image>
<Image url="@../../Scene2.png" />
</image>
</ImageView>
<Rectangle arcHeight="5.0" arcWidth="5.0" fill="#f8efd3" height="134.0" layoutX="12.0"
layoutY="554.0" stroke="BLACK" strokeType="INSIDE" width="885.0" />
<Text fill="#013807" layoutX="21.0" layoutY="595.0" strokeType="OUTSIDE" strokeWidth="0.0"
text="Mikey: (looking at his empty milk tea cup and straw) "Hmm, I need to dispose of these
properly. I remember learning about the harmful effects of litter on marine life."" 
textAlignment="JUSTIFY" wrappingWidth="873.2222900390625">
<font>
<Font name="Comic Sans MS" size="24.0" />
</font>
</Text>
<Button layoutX="830.0" layoutY="654.0" mnemonicParsing="false"
onAction="#onGoToScene2_2ButtonClick" prefHeight="25.0" prefWidth="66.0"
style="-fx-background-color: #f8efd3;" text="→">
<font>
<Font size="15.0" />
</font>
</Button>
</children>

```

```
</AnchorPane>
```

18. scene2_2.fxml

```
<?xml version="1.0" encoding="UTF-8"?>

<?import javafx.scene.control.*?>
<?import javafx.scene.image.*?>
<?import javafx.scene.layout.*?>
<?import javafx.scene.shape.*?>
<?import javafx.scene.text.*?>

<AnchorPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity"
prefHeight="700.0" prefWidth="907.0" style="-fx-background-color: #000000;" 
xmlns="http://javafx.com/javafx/17.0.2-ea" xmlns:fx="http://javafx.com/fxml/1"
fx:controller="com.example.demo.Controller">

<children>
    <ImageView fitHeight="554.0" fitWidth="912.0" layoutX="-4.0" layoutY="-7.0" pickOnBounds="true"
    preserveRatio="true">
        <image>
            <Image url="@../../Scene2.png" />
        </image>
    </ImageView>
    <Rectangle arcHeight="5.0" arcWidth="5.0" fill="#f8efd3" height="134.0" layoutX="12.0"
    layoutY="554.0" stroke="BLACK" strokeType="INSIDE" width="885.0" />
    <Text fill="RED" layoutX="20.0" layoutY="612.0" lineSpacing="6.0" strokeType="OUTSIDE"
    strokeWidth="0.0" text="Mikey walks towards the waste bins, with the tempting thought of leaving the cup
    and straw on the beach crossing his mind." wrappingWidth="882.5369071960449">
        <font>
            <Font name="Wingdings" size="24.0" />
        </font>
    </Text>
    <Button layoutX="830.0" layoutY="654.0" mnemonicParsing="false"
    onAction="#onGoToScene2_3ButtonClick" prefHeight="25.0" prefWidth="66.0"
    style="-fx-background-color: #f8efd3;" text="➔">
        <font>
            <Font size="15.0" />
        </font>
    </Button>
</children>
</AnchorPane>
```

```
</Button>
</children>
</AnchorPane>
```

19. scene2_3.fxml

```
<?xml version="1.0" encoding="UTF-8"?>

<?import javafx.scene.control.*?>
<?import javafx.scene.image.*?>
<?import javafx.scene.layout.*?>
<?import javafx.scene.shape.*?>
<?import javafx.scene.text.*?>

<AnchorPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity"
prefHeight="700.0" prefWidth="907.0" style="-fx-background-color: #000000;" xmlns="http://javafx.com/javafx/17.0.2-ea" xmlns:fx="http://javafx.com/fxml/1"
fx:controller="com.example.demo.Controller">
<children>
<ImageView fitHeight="554.0" fitWidth="912.0" layoutX="-4.0" layoutY="-7.0" pickOnBounds="true"
preserveRatio="true">
<image>
<Image url="@../../Scene2.png" />
</image>
</ImageView>
<Rectangle arcHeight="5.0" arcWidth="5.0" fill="#f8efd3" height="134.0" layoutX="12.0"
layoutY="554.0" stroke="BLACK" strokeType="INSIDE" width="885.0" />
<Text fill="#013807" layoutX="22.0" layoutY="612.0" strokeType="OUTSIDE" strokeWidth="0.0"
text="Mikey: (pausing for a moment, his brows furrowing) "Hmmmmmmmm.... Do I leave my
empty milk tea on the ground?"" textAlignment="JUSTIFY"
wrappingWidth="867.4257621765137">
<font>
<Font name="Comic Sans MS" size="24.0" />
</font>
</Text>
<Button layoutX="830.0" layoutY="654.0" mnemonicParsing="false"
onAction="#onGoToScene2_3ChoiceButtonClick" prefHeight="25.0" prefWidth="66.0"
style="-fx-background-color: #f8efd3;" text="→">
```

```
<font>
<Font size="15.0" />
</font>
</Button>
</children>
</AnchorPane>
```

20. scene2_3_bad.fxml

```
<?xml version="1.0" encoding="UTF-8"?>

<?import javafx.scene.control.*?>
<?import javafx.scene.effect.*?>
<?import javafx.scene.image.*?>
<?import javafx.scene.layout.*?>
<?import javafx.scene.shape.*?>
<?import javafx.scene.text.*?>

<AnchorPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity"
prefHeight="700.0" prefWidth="907.0" style="-fx-background-color: #000000;" 
xmlns="http://javafx.com/javafx/17.0.2-ea" xmlns:fx="http://javafx.com/fxml/1"
fx:controller="com.example.demo.Controller">
<children>
<ImageView fitHeight="554.0" fitWidth="912.0" layoutX="-4.0" layoutY="-7.0" pickOnBounds="true"
preserveRatio="true">
<image>
<Image url="@../../Scene5.png" />
</image>
</ImageView>
<Rectangle arcHeight="5.0" arcWidth="5.0" fill="#f8efd3" height="134.0" layoutX="12.0"
layoutY="554.0" stroke="BLACK" strokeType="INSIDE" width="885.0" />
<Rectangle arcHeight="5.0" arcWidth="5.0" fill="WHITE" height="435.0" layoutX="423.0"
layoutY="83.0" stroke="BLACK" strokeType="INSIDE" width="424.0">
<effect>
<DropShadow />
</effect>
</Rectangle>
```

```

<Text fill="#ff5100" layoutX="437.0" layoutY="126.0" lineSpacing="9.0" strokeType="OUTSIDE" strokeWidth="0.0" text="Hey, dudes! Cleaning up litter is like teaching the Foot Clan a lesson. We're heroes in a half shell, standing up for our home turf! Let's lead by example, inspire others, and make a radical difference for our planet and its awesome creatures! Cowabunga and clean it up for a better world!">
  
<font>
<Font name="System Bold" size="24.0" />
</font>
<effect>
<Glow />
</effect>
</Text>

<Text fill="RED" layoutX="452.0" layoutY="73.0" strokeType="OUTSIDE" strokeWidth="0.0" text="GAME OVER!!" wrappingWidth="364.58137130737305">
<font>
<Font name="System Bold" size="55.0" />
</font>
<effect>
<InnerShadow />
</effect>
</Text>

<Button layoutX="242.0" layoutY="604.0" mnemonicParsing="false" onAction="#onStartButtonClick" prefHeight="56.0" prefWidth="118.0" style="-fx-background-color: GREEN;" text="YES" textFill="WHITE">
<font>
<Font name="Arial Black" size="20.0" />
</font>
</Button>

<Button layoutX="549.0" layoutY="604.0" mnemonicParsing="false" onAction="#onExitButtonClick" prefHeight="56.0" prefWidth="118.0" style="-fx-background-color: RED;" text="NO" textFill="WHITE">
<font>
<Font name="Arial Black" size="20.0" />
</font>
</Button>

<Text layoutX="361.0" layoutY="596.0" strokeType="OUTSIDE" strokeWidth="0.0" text="Try again?">
<font>
<Font name="Lucida Sans Unicode" size="38.0" />

```

```
</font>
</Text>
<children>
</AnchorPane>
```

21. scene2_3_choices.fxml

```
<?xml version="1.0" encoding="UTF-8"?>

<?import javafx.scene.control.*?>
<?import javafx.scene.image.*?>
<?import javafx.scene.layout.*?>
<?import javafx.scene.shape.*?>
<?import javafx.scene.text.*?>

<AnchorPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity"
prefHeight="700.0" prefWidth="907.0" style="-fx-background-color: #000000;" 
xmlns="http://javafx.com/javafx/17.0.2-ea" xmlns:fx="http://javafx.com/fxml/1"
fx:controller="com.example.demo.Controller">
<children>
<ImageView fitHeight="554.0" fitWidth="912.0" layoutX="-4.0" layoutY="-7.0" pickOnBounds="true"
preserveRatio="true">
<image>
<Image url="@../../Scene2.png" />
</image>
</ImageView>
<Rectangle arcHeight="5.0" arcWidth="5.0" fill="#f8efd3" height="134.0" layoutX="12.0"
layoutY="554.0" stroke="BLACK" strokeType="INSIDE" width="885.0" />
<Text layoutX="29.0" layoutY="591.0" strokeType="OUTSIDE" strokeWidth="0.0" text=" Should he
leave it on the ground or take responsibility for its proper disposal?"
wrappingWidth="850.9734001159668">
<font>
<Font name="Lucida Sans Unicode" size="22.0" />
</font>
</Text>
<Button layoutX="242.0" layoutY="604.0" mnemonicParsing="false"
onAction="#onGoToScene2_3BadButtonClick" prefHeight="56.0" prefWidth="200.0"
style="-fx-background-color: green;" text="LEAVE IT ON THE GROUND" textFill="WHITE">
```

```

<font>
<Font name="Arial Black" size="12.0" />
</font></Button>
<Button layoutX="549.0" layoutY="604.0" mnemonicParsing="false"
onAction="#onGoToScene2_3GoodButtonClick" prefHeight="56.0" prefWidth="200.0"
style="-fx-background-color: Red;" text="TAKE RESPONSIBILITY" textFill="WHITE">
<font>
<Font name="Arial Black" size="12.0" />
</font></Button>
</children>
</AnchorPane>

```

22. scene2_3_good.fxml

```

<?xml version="1.0" encoding="UTF-8"?>

<?import javafx.scene.control.*?>
<?import javafx.scene.image.*?>
<?import javafx.scene.layout.*?>
<?import javafx.scene.shape.*?>
<?import javafx.scene.text.*?>

<AnchorPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity"
prefHeight="700.0" prefWidth="907.0" style="-fx-background-color: #000000;" xmlns="http://javafx.com/javafx/17.0.2-ea" xmlns:fx="http://javafx.com/fxml/1"
fx:controller="com.example.demo.Controller">
<children>
<ImageView fitHeight="554.0" fitWidth="912.0" layoutX="-4.0" layoutY="-7.0" pickOnBounds="true"
preserveRatio="true">
<image>
<Image url="@../../Scene2.png" />
</image>
</ImageView>
<Rectangle arcHeight="5.0" arcWidth="5.0" fill="#f8efd3" height="134.0" layoutX="12.0"
layoutY="554.0" stroke="BLACK" strokeType="INSIDE" width="885.0" />
<Text fill="#013807" layoutX="31.0" layoutY="595.0" strokeType="OUTSIDE" strokeWidth="0.0"
text="Mikey: &quot;But that's not the right thing to do. I want to be an ocean guardian, someone who

```

```

protects marine life and the beautiful ocean, lets throw it in the trashcan."/>
textAlignment="JUSTIFY" wrappingWidth="852.3146781921387">
<font>
<Font name="Comic Sans MS" size="24.0" />
</font>
</Text>
<Button layoutX="830.0" layoutY="654.0" mnemonicParsing="false"
onAction="#onGoToScene2_4ButtonClick" prefHeight="25.0" prefWidth="66.0"
style="-fx-background-color: #f8efd3;" text="→">
<font>
<Font size="15.0" />
</font>
</Button>
</children>
</AnchorPane>

```

23. scene2_4.fxml

```

<?xml version="1.0" encoding="UTF-8"?>

<?import javafx.scene.control.*?>
<?import javafx.scene.image.*?>
<?import javafx.scene.layout.*?>
<?import javafx.scene.shape.*?>
<?import javafx.scene.text.*?>

<AnchorPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity"
prefHeight="700.0" prefWidth="907.0" style="-fx-background-color: #000000;" xmlns="http://javafx.com/javafx/17.0.2-ea" xmlns:fx="http://javafx.com/fxml/1"
fx:controller="com.example.demo.Controller">
<children>
<ImageView fitHeight="554.0" fitWidth="912.0" layoutX="-4.0" layoutY="-7.0" pickOnBounds="true"
preserveRatio="true">
<image>
<Image url="@../../Scene2.png" />
</image>
</ImageView>

```

```

<Rectangle arcHeight="5.0" arcWidth="5.0" fill="#f8efd3" height="134.0" layoutX="12.0"
layoutY="554.0" stroke="BLACK" strokeType="INSIDE" width="885.0" />
<Text fill="RED" layoutX="49.0" layoutY="594.0" lineSpacing="8.0" strokeType="OUTSIDE"
strokeWidth="0.0" text="In a gentle yet resolute gesture, Mikey crumples the empty milk tea cup, ensuring
there are no stray bits that could be carried away by the wind, and he strolls purposefully towards the
nearby trash can." textAlignment="JUSTIFY" wrappingWidth="812.3146171569824">
<font>
<Font name="Wingdings" size="24.0" />
</font>
</Text>
<Button layoutX="830.0" layoutY="654.0" mnemonicParsing="false"
onAction="#onGoToScene2_5ButtonClick" prefHeight="25.0" prefWidth="66.0"
style="-fx-background-color: #f8efd3;" text="➔">
<font>
<Font size="15.0" />
</font>
</Button>
</children>
</AnchorPane>

```

24. scene2_5.fxml

```

<?xml version="1.0" encoding="UTF-8"?>

<?import javafx.scene.control.*?>
<?import javafx.scene.image.*?>
<?import javafx.scene.layout.*?>
<?import javafx.scene.shape.*?>
<?import javafx.scene.text.*?>

<AnchorPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity"
prefHeight="700.0" prefWidth="907.0" style="-fx-background-color: #000000;"
xmlns="http://javafx.com/javafx/17.0.2-ea" xmlns:fx="http://javafx.com/fxml/1"
fx:controller="com.example.demo.Controller">
<children>
<ImageView fitHeight="554.0" fitWidth="912.0" layoutX="-4.0" layoutY="-7.0" pickOnBounds="true"
preserveRatio="true">
<image>

```

```

<Image url="@../../Scene2.png" />
</image>
</ImageView>
<Rectangle arcHeight="5.0" arcWidth="5.0" fill="#f8efd3" height="134.0" layoutX="12.0"
layoutY="554.0" stroke="BLACK" strokeType="INSIDE" width="885.0" />
<Text fill="RED" layoutX="53.0" layoutY="594.0" lineSpacing="5.0" strokeType="OUTSIDE"
strokeWidth="0.0" text="He deposits the waste in the bin, his smile now even brighter, knowing he made
the right choice. He deposits the waste in the bin, his smile now even brighter, knowing he made the right
choice." textAlignment="JUSTIFY" wrappingWidth="805.2035942077637">
<font>
<Font name="Wingdings" size="24.0" />
</font>
</Text>
<Button layoutX="830.0" layoutY="654.0" mnemonicParsing="false"
onAction="#onGoToScene3ButtonClick" prefHeight="25.0" prefWidth="66.0"
style="-fx-background-color: #f8efd3;" text="➔">
<font>
<Font size="15.0" />
</font>
</Button>
</children>
</AnchorPane>

```

25. scene3.fxml

```

<?xml version="1.0" encoding="UTF-8"?>

<?import javafx.scene.control.Button?>
<?import javafx.scene.layout.AnchorPane?>
<?import javafx.scene.shape.Rectangle?>
<?import javafx.scene.text.Font?>
<?import javafx.scene.text.Text?>

<AnchorPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity"
prefHeight="700.0" prefWidth="907.0" style="-fx-background-color: #000000;" xmlns="http://javafx.com/javafx/20.0.1" xmlns:fx="http://javafx.com/fxml/1"
fx:controller="com.example.demo.Controller">
<children>

```

```

<Rectangle arcHeight="5.0" arcWidth="5.0" fill="#f8efd3" height="134.0" layoutX="12.0"
layoutY="554.0" stroke="BLACK" strokeType="INSIDE" width="885.0" />
<Text fill="RED" layoutX="25.0" layoutY="584.0" lineSpacing="4.0" strokeType="OUTSIDE"
strokeWidth="0.0" text="With a renewed sense of purpose, Mikey continues his day, knowing that every
little effort counts in preserving the ocean and its precious inhabitants. He aspires to be a role model for
others, inspiring them to join the cause and become ocean guardians too." textAlignment="JUSTIFY"
wrappingWidth="862.7144584655762">
<font>
<Font name="Wingdings" size="24.0" />
</font>
</Text>
<Button layoutX="830.0" layoutY="654.0" mnemonicParsing="false"
onAction="#onGoToScene3_1ButtonClick" prefHeight="25.0" prefWidth="66.0"
style="-fx-background-color: #f8efd3;" text="➔">
<font>
<Font size="15.0" />
</font>
</Button>
<children>
</AnchorPane>

```

26. scene3_1.fxml

```

<?xml version="1.0" encoding="UTF-8"?>

<?import javafx.scene.control.*?>
<?import javafx.scene.image.*?>
<?import javafx.scene.layout.*?>
<?import javafx.scene.shape.*?>
<?import javafx.scene.text.*?>

<AnchorPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity"
prefHeight="700.0" prefWidth="907.0" style="-fx-background-color: #000000;"
xmlns="http://javafx.com/javafx/17.0.2-ea" xmlns:fx="http://javafx.com/fxml/1"
fx:controller="com.example.demo.Controller">
<children>
<ImageView fitHeight="554.0" fitWidth="912.0" layoutX="-4.0" layoutY="-7.0" pickOnBounds="true"
preserveRatio="true">

```

```

<image>
<Image url="@../../Scene3.png" />
</image>
<ImageView>
<Rectangle arcHeight="5.0" arcWidth="5.0" fill="#f8efd3" height="134.0" layoutX="12.0"
layoutY="554.0" stroke="BLACK" strokeType="INSIDE" width="885.0" />
<Text fill="#013807" layoutX="23.0" layoutY="598.0" lineSpacing="7.0" strokeType="OUTSIDE"
strokeWidth="0.0" text="Mikey: (walking along the beach, notices someone struggling with their trash)
&quot;Oh, I see someone having trouble with their trash. I could help them out.&quot;" wrappingWidth="883.4256858825684">
<font>
<Font name="Comic Sans MS" size="24.0" />
</font>
</Text>
<Button layoutX="830.0" layoutY="654.0" mnemonicParsing="false" onAction="#onGoToScene3_2ButtonClick" prefHeight="25.0" prefWidth="66.0" style="-fx-background-color: #f8efd3;" text="→">
<font>
<Font size="15.0" />
</font>
</Button>
</children>
</AnchorPane>

```

27. scene3_2.fxml

```

<?xml version="1.0" encoding="UTF-8"?>

<?import javafx.scene.control.*?>
<?import javafx.scene.image.*?>
<?import javafx.scene.layout.*?>
<?import javafx.scene.shape.*?>
<?import javafx.scene.text.*?>

<AnchorPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity" prefHeight="700.0" prefWidth="907.0" style="-fx-background-color: #000000;" xmlns="http://javafx.com/javafx/17.0.2-ea" xmlns:fx="http://javafx.com/fxml/1" fx:controller="com.example.demo.Controller">
```

```

<children>
<ImageView fitHeight="554.0" fitWidth="912.0" layoutX="-4.0" layoutY="-7.0" pickOnBounds="true"
preserveRatio="true">
<image>
<Image url="@../../Scene3.png" />
</image>
</ImageView>
<Rectangle arcHeight="5.0" arcWidth="5.0" fill="#f8efd3" height="134.0" layoutX="12.0"
layoutY="554.0" stroke="BLACK" strokeType="INSIDE" width="885.0" />
<Text fill="RED" layoutX="25.0" layoutY="612.0" lineSpacing="6.0" strokeType="OUTSIDE"
strokeWidth="0.0" text="As Mikey approaches, he sees the person throw trash into the ground, instead of
placing it in the trashcan." wrappingWidth="873.6479301452637">
<font>
<Font name="Wingdings" size="24.0" />
</font>
</Text>
<Button layoutX="830.0" layoutY="654.0" mnemonicParsing="false"
onAction="#onGoToScene3_2ChoicesButtonClick" prefHeight="25.0" prefWidth="66.0"
style="-fx-background-color: #f8efd3;" text="→">
<font>
<Font size="15.0" />
</font>
</Button>
</children>
</AnchorPane>

```

28. scene3_2_bad.fxml

```

<?xml version="1.0" encoding="UTF-8"?>

<?import javafx.scene.control.*?>
<?import javafx.scene.effect.*?>
<?import javafx.scene.image.*?>
<?import javafx.scene.layout.*?>
<?import javafx.scene.shape.*?>
<?import javafx.scene.text.*?>

```

```

<AnchorPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity"
prefHeight="700.0" prefWidth="907.0" style="-fx-background-color: #000000;" 
xmlns="http://javafx.com/javafx/17.0.2-ea" xmlns:fx="http://javafx.com/fxml/1"
fx:controller="com.example.demo.Controller">
<children>
<ImageView fitHeight="554.0" fitWidth="912.0" layoutX="-4.0" layoutY="-7.0" pickOnBounds="true"
preserveRatio="true">
<image>
<Image url="@../../Scene5.png" />
</image>
</ImageView>
<Rectangle arcHeight="5.0" arcWidth="5.0" fill="#f8efd3" height="134.0" layoutX="12.0"
layoutY="554.0" stroke="BLACK" strokeType="INSIDE" width="885.0" />
<Rectangle arcHeight="5.0" arcWidth="5.0" fill="WHITE" height="369.0" layoutX="402.0"
layoutY="106.0" stroke="BLACK" strokeType="INSIDE" width="445.0">
<effect>
<DropShadow />
</effect>
</Rectangle>
<Text fill="#ff5100" layoutX="425.0" layoutY="156.0" lineSpacing="4.0" strokeType="OUTSIDE"
strokeWidth="0.0" text="Hey, dude! Picking up litter is like teaching the Foot Clan a lesson. It shows we
won't stand for trashing our home turf! We're true heroes in a half shell, caring for Mother Earth. Let's lead
by example and make a radical difference for our planet and its awesome creatures! Cowabunga! 🌎🐢💪"
textAlignment="JUSTIFY" wrappingWidth="399.2479362487793">
<font>
<Font name="System Bold" size="24.0" />
</font>
<effect>
<Glow />
</effect>
</Text>
<Text fill="RED" layoutX="426.0" layoutY="91.0" strokeType="OUTSIDE" strokeWidth="0.0"
text="GAME OVER!!" wrappingWidth="364.58137130737305">
<font>
<Font name="System Bold" size="55.0" />
</font>
<effect>

```

```

<InnerShadow />
</effect>
</Text>
<Button layoutX="242.0" layoutY="604.0" mnemonicParsing="false" onAction="#onStartButtonClick"
prefHeight="56.0" prefWidth="118.0" style="-fx-background-color: GREEN;" text="YES"
textFill="WHITE">
<font>
<Font name="Arial Black" size="20.0" />
</font>
</Button>
<Button layoutX="549.0" layoutY="604.0" mnemonicParsing="false" onAction="#onExitButtonClick"
prefHeight="56.0" prefWidth="118.0" style="-fx-background-color: RED;" text="NO" textFill="WHITE">
<font>
<Font name="Arial Black" size="20.0" />
</font>
</Button>
<Text layoutX="361.0" layoutY="596.0" strokeType="OUTSIDE" strokeWidth="0.0" text="Try again?">
<font>
<Font name="Lucida Sans Unicode" size="38.0" />
</font>
</Text>
</children>
</AnchorPane>

```

29. scene3_2_choices.fxml

```

<?xml version="1.0" encoding="UTF-8"?>

<?import javafx.scene.control.*?>
<?import javafx.scene.image.*?>
<?import javafx.scene.layout.*?>
<?import javafx.scene.shape.*?>
<?import javafx.scene.text.*?>

<AnchorPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity"
prefHeight="700.0" prefWidth="907.0" style="-fx-background-color: #000000;" xmlns="http://javafx.com/javafx/17.0.2-ea" xmlns:fx="http://javafx.com/fxml/1"
fx:controller="com.example.demo.Controller">
```

```

<children>
<ImageView fitHeight="554.0" fitWidth="912.0" layoutX="-4.0" layoutY="-7.0" pickOnBounds="true"
preserveRatio="true">
<image>
<Image url="@../../Scene3.png" />
</image>
</ImageView>
<Rectangle arcHeight="5.0" arcWidth="5.0" fill="#f8efd3" height="134.0" layoutX="12.0"
layoutY="554.0" stroke="BLACK" strokeType="INSIDE" width="885.0" />
<Text layoutX="156.0" layoutY="588.0" strokeType="OUTSIDE" strokeWidth="0.0" text="SHOULD
MIKEY SAY SOMETHING TO THE OLD MAN?" wrappingWidth="639.9334411621095">
<font>
<Font name="Lucida Sans Unicode" size="25.0" />
</font>
</Text>
<Button layoutX="242.0" layoutY="604.0" mnemonicParsing="false"
onAction="#onGoToScene3_2GoodButtonClick" prefHeight="56.0" prefWidth="118.0"
style="-fx-background-color: GREEN;" text="YES" textFill="WHITE">
<font>
<Font name="Arial Black" size="20.0" />
</font>
</Button>
<Button layoutX="549.0" layoutY="604.0" mnemonicParsing="false"
onAction="#onGoToScene3_2BadButtonClick" prefHeight="56.0" prefWidth="118.0"
style="-fx-background-color: RED;" text="NO" textFill="WHITE">
<font>
<Font name="Arial Black" size="20.0" />
</font>
</Button>
</children>
</AnchorPane>

```

30. scene3_2_good.fxml

```

<?xml version="1.0" encoding="UTF-8"?>

<?import javafx.scene.control.*?>
<?import javafx.scene.image.*?>

```

```

<?import javafx.scene.layout.*?>
<?import javafx.scene.shape.*?>
<?import javafx.scene.text.*?>

<AnchorPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity"
prefHeight="700.0" prefWidth="907.0" style="-fx-background-color: #000000;" 
xmlns="http://javafx.com/javafx/17.0.2-ea" xmlns:fx="http://javafx.com/fxml/1"
fx:controller="com.example.demo.Controller">
<children>
<ImageView fitHeight="554.0" fitWidth="912.0" layoutX="-4.0" layoutY="-7.0" pickOnBounds="true"
preserveRatio="true">
<image>
<Image url="@../../Scene3.png" />
</image>
</ImageView>
<Rectangle arcHeight="5.0" arcWidth="5.0" fill="#f8efd3" height="134.0" layoutX="12.0"
layoutY="554.0" stroke="BLACK" strokeType="INSIDE" width="885.0" />
<Text fill="#013807" layoutX="36.0" layoutY="595.0" strokeType="OUTSIDE" strokeWidth="0.0"
text="Mikey: (kindly) "Hey there! If you're done with that trash, you can toss it in the trashcan just
ahead. Keeping our beaches clean is crucial to protect the marine life."" textAlignment="JUSTIFY"
wrappingWidth="837.2034721374512">
<font>
<Font name="Comic Sans MS" size="24.0" />
</font>
</Text>
<Button layoutX="830.0" layoutY="654.0" mnemonicParsing="false"
onAction="#onGoToScene3_3ButtonClick" prefHeight="25.0" prefWidth="66.0"
style="-fx-background-color: #f8efd3;" text="→">
<font>
<Font size="15.0" />
</font>
</Button>
</children>
</AnchorPane>

```

31. scene3_3.fxml

```
<?xml version="1.0" encoding="UTF-8"?>
```

```
<?import javafx.scene.control.*?>
<?import javafx.scene.image.*?>
<?import javafx.scene.layout.*?>
<?import javafx.scene.shape.*?>
<?import javafx.scene.text.*?>

<AnchorPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity"
prefHeight="700.0" prefWidth="907.0" style="-fx-background-color: #000000;" 
xmlns="http://javafx.com/javafx/17.0.2-ea" xmlns:fx="http://javafx.com/fxml/1"
fx:controller="com.example.demo.Controller">
<children>
<ImageView fitHeight="554.0" fitWidth="912.0" layoutX="-4.0" layoutY="-7.0" pickOnBounds="true"
preserveRatio="true">
<image>
<Image url="@../../Scene3.png" />
</image>
</ImageView>
<Rectangle arcHeight="5.0" arcWidth="5.0" fill="#f8efd3" height="134.0" layoutX="12.0"
layoutY="554.0" stroke="BLACK" strokeType="INSIDE" width="885.0" />
<Text fill="#ed0101" layoutX="27.0" layoutY="615.0" strokeType="OUTSIDE" strokeWidth="0.0"
text="Old Man: &quot;You're right. I'll be more conscious of where I put my trash from now on.&quot;" 
wrappingWidth="863.0833740234374">
<font>
<Font name="Comic Sans MS" size="24.0" />
</font>
</Text>
<Button layoutX="830.0" layoutY="654.0" mnemonicParsing="false"
onAction="#onGoToScene3_4ButtonClick" prefHeight="25.0" prefWidth="66.0"
style="-fx-background-color: #f8efd3;" text="→">
<font>
<Font size="15.0" />
</font>
</Button>
</children>
</AnchorPane>
```

32. scene3_4.fxml

```
<?xml version="1.0" encoding="UTF-8"?>

<?import javafx.scene.control.Button?>
<?import javafx.scene.layout.AnchorPane?>
<?import javafx.scene.shape.Rectangle?>
<?import javafx.scene.text.Font?>
<?import javafx.scene.text.Text?>

<AnchorPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity"
prefHeight="700.0" prefWidth="907.0" style="-fx-background-color: #000000;"  

xmlns="http://javafx.com/javafx/20.0.1" xmlns:fx="http://javafx.com/fxml/1"
fx:controller="com.example.demo.Controller">

<children>
<Rectangle arcHeight="5.0" arcWidth="5.0" fill="#f8efd3" height="134.0" layoutX="12.0"
layoutY="554.0" stroke="BLACK" strokeType="INSIDE" width="885.0" />
<Text fill="RED" layoutX="24.0" layoutY="589.0" lineSpacing="6.0" strokeType="OUTSIDE"
strokeWidth="0.0" text="As Mikey continues his walk, he feels a sense of contentment that he made a
small difference. He believes that by encouraging responsible actions, he has contributed to keeping the
beach clean and protecting the marine life." textAlignment="JUSTIFY"
wrappingWidth="862.0924682617188">
<font>
<Font name="Wingdings" size="24.0" />
</font>
</Text>
<Button layoutX="830.0" layoutY="654.0" mnemonicParsing="false"
onAction="#onGoToScene4ButtonClick" prefHeight="25.0" prefWidth="66.0"
style="-fx-background-color: #f8efd3;" text="→">
<font>
<Font size="15.0" />
</font>
</Button>
</children>
</AnchorPane>
```

33. scene4.fxml

```
<?xml version="1.0" encoding="UTF-8"?>
```

```

<?import javafx.scene.control.*?>
<?import javafx.scene.image.*?>
<?import javafx.scene.layout.*?>
<?import javafx.scene.shape.*?>
<?import javafx.scene.text.*?>

<AnchorPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity"
prefHeight="700.0" prefWidth="907.0" style="-fx-background-color: #000000;" 
xmlns="http://javafx.com/javafx/17.0.2-ea" xmlns:fx="http://javafx.com/fxml/1"
fx:controller="com.example.demo.Controller">
<children>
<ImageView fitHeight="554.0" fitWidth="912.0" layoutX="-4.0" layoutY="-7.0" pickOnBounds="true"
preserveRatio="true">
<image>
<Image url="@../../Scene4.png" />
</image>
</ImageView>
<Rectangle arcHeight="5.0" arcWidth="5.0" fill="#f8efd3" height="134.0" layoutX="12.0"
layoutY="554.0" stroke="BLACK" strokeType="INSIDE" width="885.0" />
<Text fill="RED" layoutX="24.0" layoutY="584.0" lineSpacing="4.0" strokeType="OUTSIDE"
strokeWidth="0.0" text="Cowabunga! Huge congrats to all of you awesome peeps for making radical
decisions to protect our ocean and planet. Your trash segregation, recycling, and conservation efforts are
making a mondo difference! Keep it up, dudes and dudettes! Cowabunga!" textAlignment="JUSTIFY"
wrappingWidth="865.3554534912109">
<font>
<Font name="Wingdings" size="24.0" />
</font>
</Text>
<Button layoutX="830.0" layoutY="654.0" mnemonicParsing="false" onAction="#onBackButtonClick"
prefHeight="25.0" prefWidth="66.0" style="-fx-background-color: #f8efd3;" text="➔">
<font>
<Font size="15.0" />
</font>
</Button>
<ImageView fitHeight="691.0" fitWidth="976.0" layoutX="-16.0" layoutY="-79.0" pickOnBounds="true"
preserveRatio="true">

```

```
<image>
<Image url="@../../congrats.png" />
</image>
</ImageView>
</children>
</AnchorPane>
```