BBM104 - Project Assignment 3 Checklist

Task	Status
Used JavaFx	+
Visually there is sky and earth	+
Drill machine has fuel, storage, and money bank	+
Machine attributes can be seen in screen	+
Fuel decreases with movement and with time	+
Money and haul increase with every collected valuable	+
Drill machine changes appearances depending on where it is facing	+
Machine is controlled with arrow keys	+
Machine cannot drill upwards	+
There is at least 3 types of valuable mineral and gems	+
Valuable mineral and gems each have different weights and values	+
Top of the earth has grass	+
There are boulders in the borders (except at the top)	+
Boulders cannot be drilled into	+
There are lava blocks	+
Lava destroys the drill and causes game over (red)	+
Running out of fuel causes game over with collected money (green)	+
There is gravity	+
There is more soil than other elements	+

Demo Video Link	https://youtu.be/HsBjk6vefeE

UML Class Diagram