# **AP Project**

## Deadline-1

## TEAM:

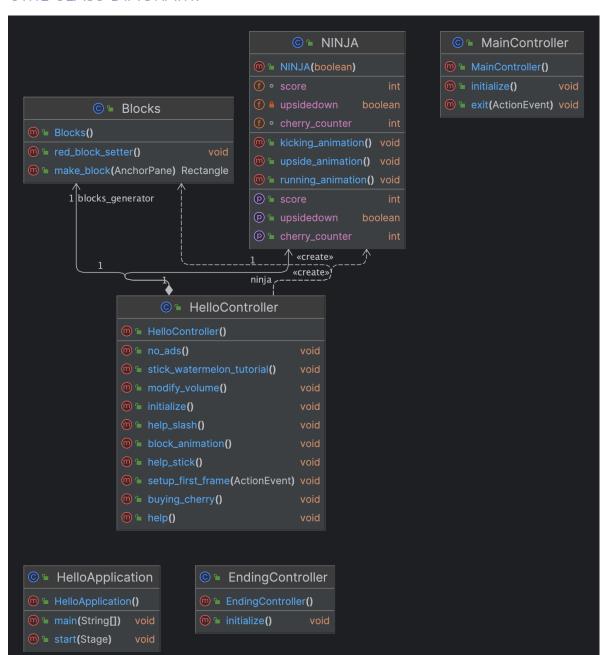
NOEL 2022338 MUTHURAJ 2022307

### **GROUP NO:22**

#### **COMPONENTS:**

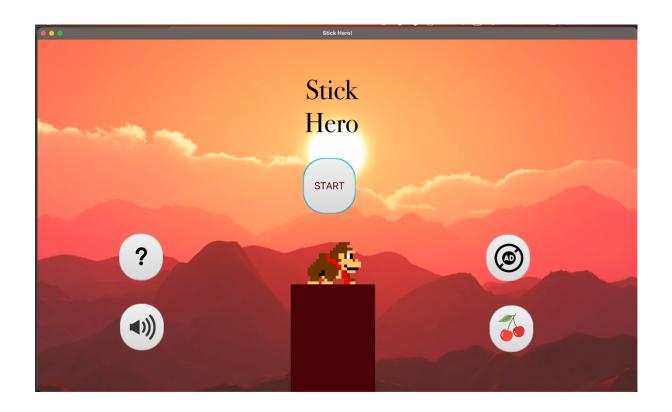
- UML CLASS DIAGRAM
- SKELETON SCREENS

### **UML CLASS DIAGRAM:**

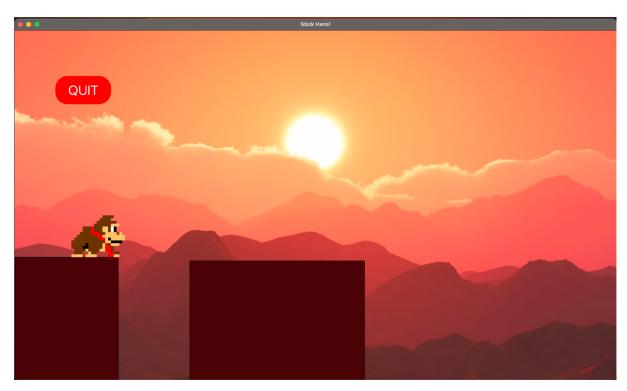


## **SKELETON SCREENS:**

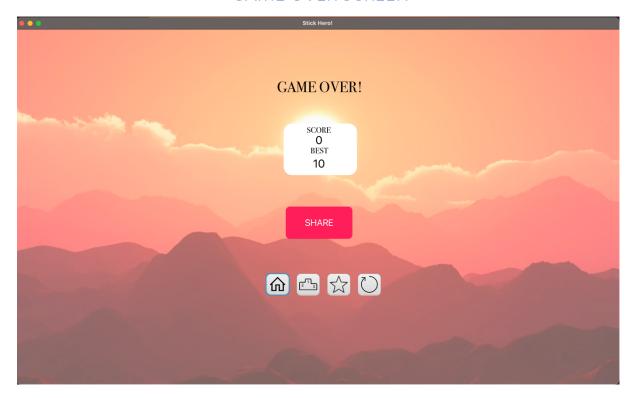
## **INTRODUCTION SCREEN**



# **ACTION SCREEN**



## **GAME OVER SCREEN**



# LOCATION-.fxml Files:

Stickman\_project/src/main/resources/com/example/stickman\_project