

Minerio Documentation

By

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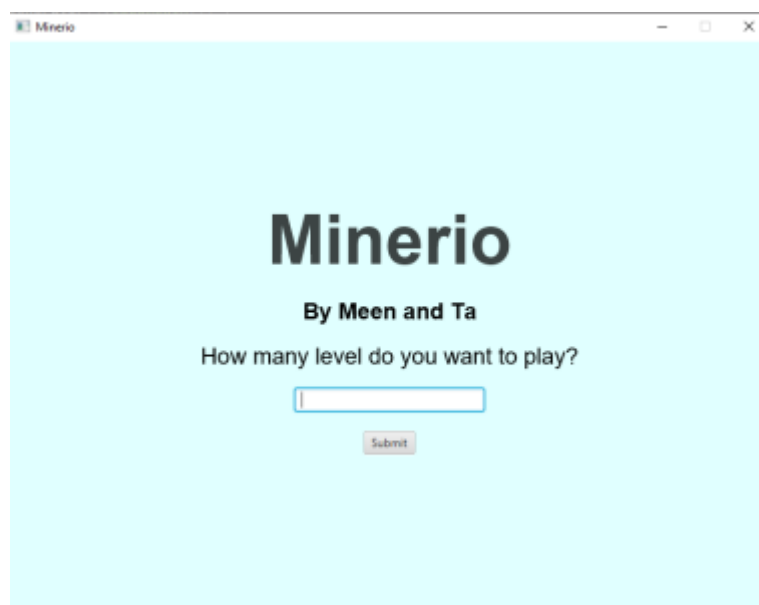
This project is a part of
2110215 PROG METH

About Minerio

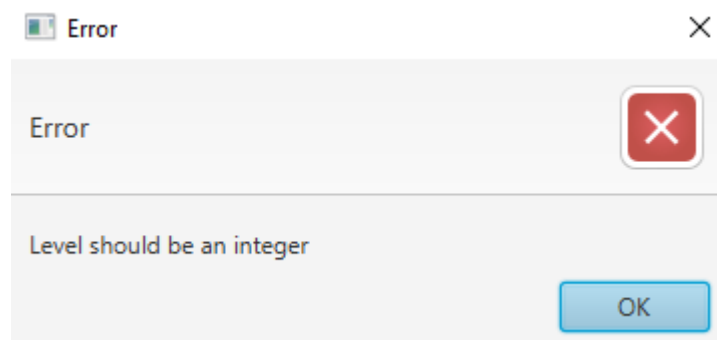
Minerio is a remake of Super Mario Bros with a bit of a minecraft theme. you will take the role as a mario and have to pass the obstacle in each stage to win the game.

Gameplay

When the player opens the game you will see the title scene. Player needs to choose how many levels do you want to play from 1 - 10 and click the submit button to start the game.



If the number of levels is less than zero, more than 10 or is not a number an error box will be shown prompting the user to enter the number of levels they want to play again.



This indicates that the number the user enter is outside of the range

This indicates that the number the user enter is not an integer

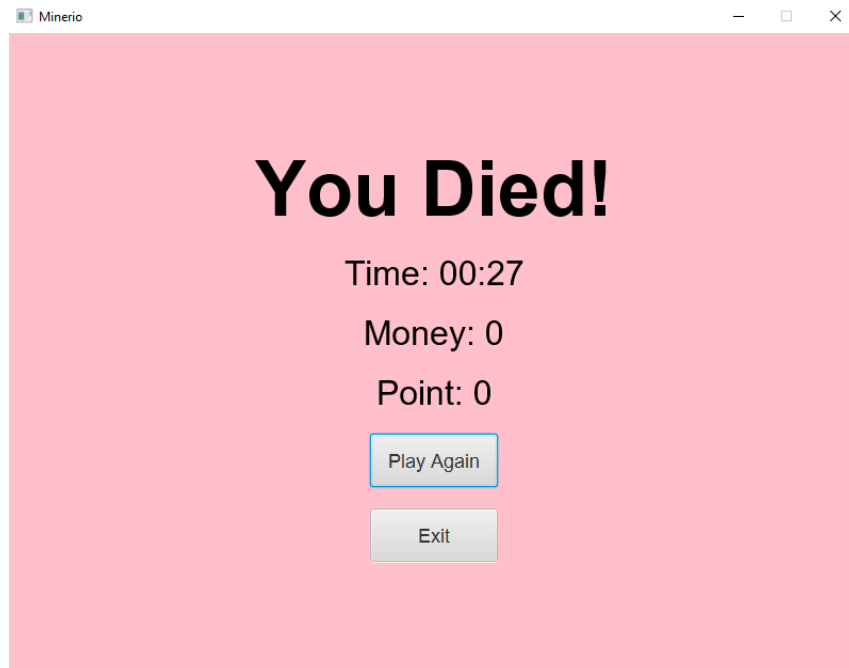
How to Play

The player can press an arrow key to move the character around the stage to pass the obstacle, kill an enemy or avoid the enemy, and correct the coin in each stage. When the player walks into the right border, the player will go to the next stage. When the player passes every stage, the player will win the game.

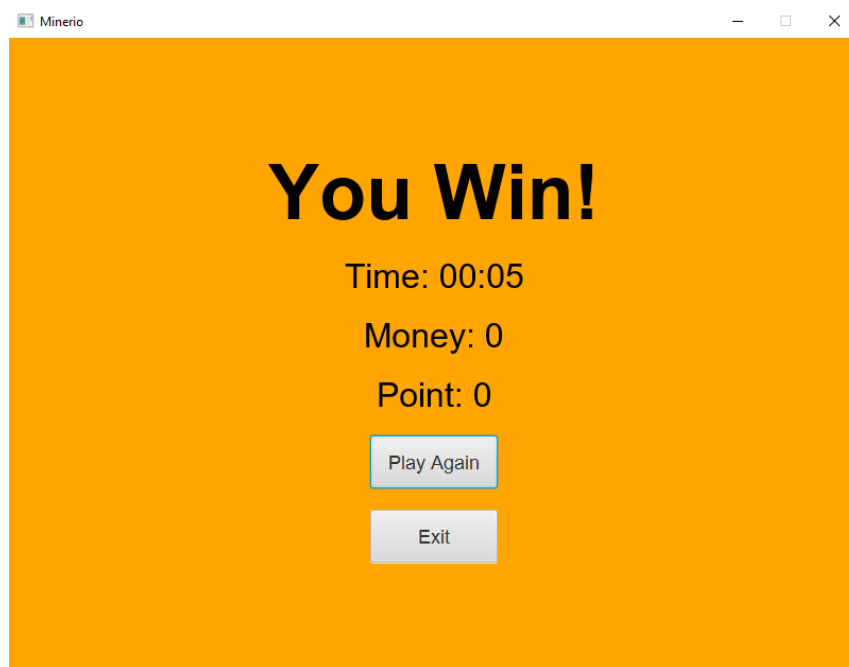


Lose condition


When the player gets hit by the enemy. Game Over screen will pop up on the screen. You can press the "Play Again" button to start the new game or "Exit" button to leave the game.





If you pass every stage, the win screen will show up. You can click the "Play Again" button to start a new game or "Exit" button to leave the game.



Character of the game

Player Character:  This is a character that the player can control. it always spawn at the left edge of the level.

Coin:  Coins will spawn randomly over the player. The player can collect these coins to gain money and points. Each coin is worth 1 Coin and 1 Point.

Enemy:  The enemy will spawn randomly the amount of times depending on the level. Player will gain 1 point when the player killed the enemy.

Controls

The player will control the main character using their keyboard. The controls are:

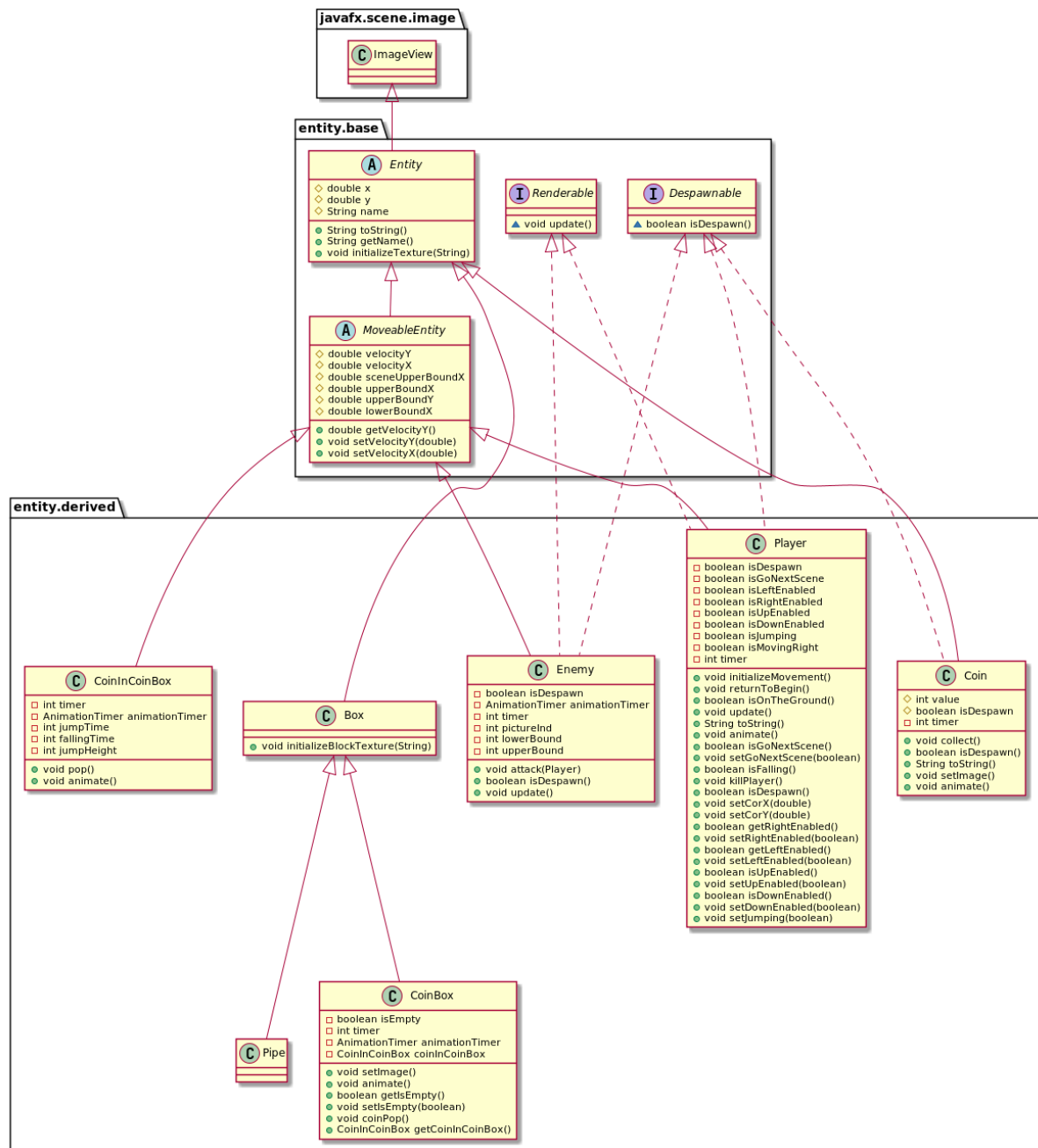
1. Left Arrow: Move the character to the left.
2. Right Arrow: Move the character to the right.
3. Up Arrow: Make the character jump.

JavaDoc available at : https://noppakorn.github.io/2110215_project/

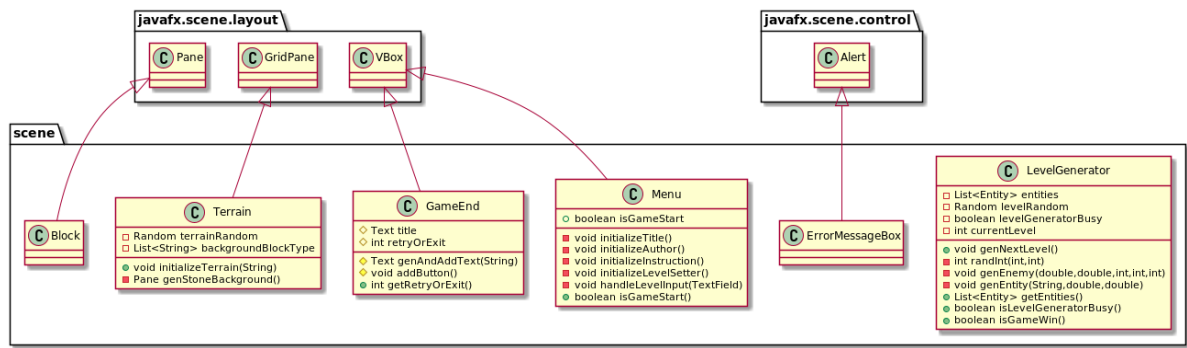
Class Diagram

High resolution diagram is available at [GitHub](#).

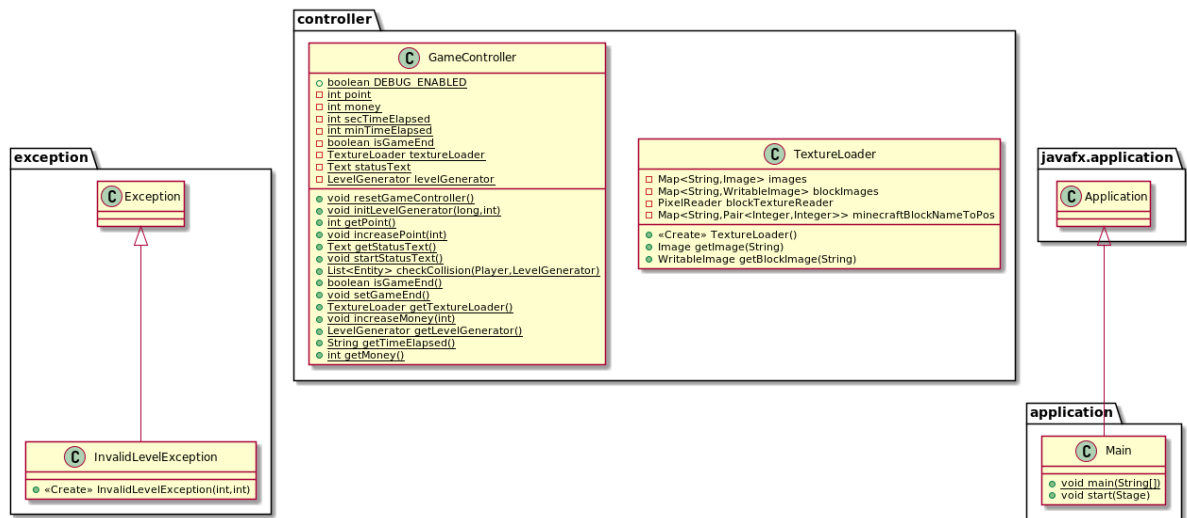
Entity Packages



Scene Packages



Application, Control and Exceptions Packages



All Packages

