

PROGRAMMING ASSIGNMENT 4

Problem Definition Writing a JavaFX GUI application which player has a car and gets points when the car overtakes other cars with the score increasing level and speed is also increasing. Game ends when player car collides with other cars.

Solution Approach: I created Car objects gave them velocity with level velocity increasing when car overtakes other car I incremented the score. I used collision function intersect to end the game.

Explanation per Class:

Assignment4: This class is launch and main class.

Cars: Class where all car types, color changes in transition and impact moments are kept.

Dash: Class where the path line image is held and the line movement is provided.

Game: The game is a class that provides functions such as keyboard control, restart, resume and start.

GameLoad: The class where the game data is loaded.

Player: The class that holds the operations that the player can do.

Screen: Class that provides background operations and changes.

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