

The Will Hero Game

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AP PROJECT

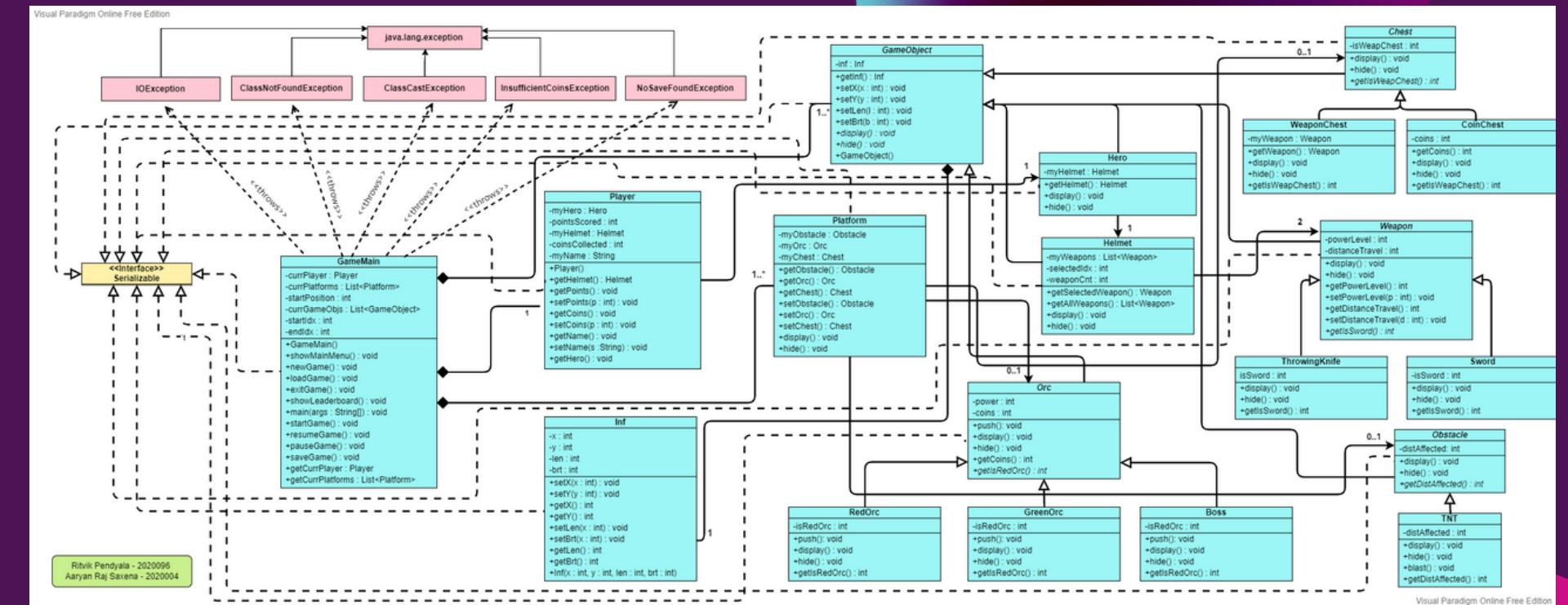
Design and Implementation

Extensive use of the UML Diagrams and followed to the tiniest detail .

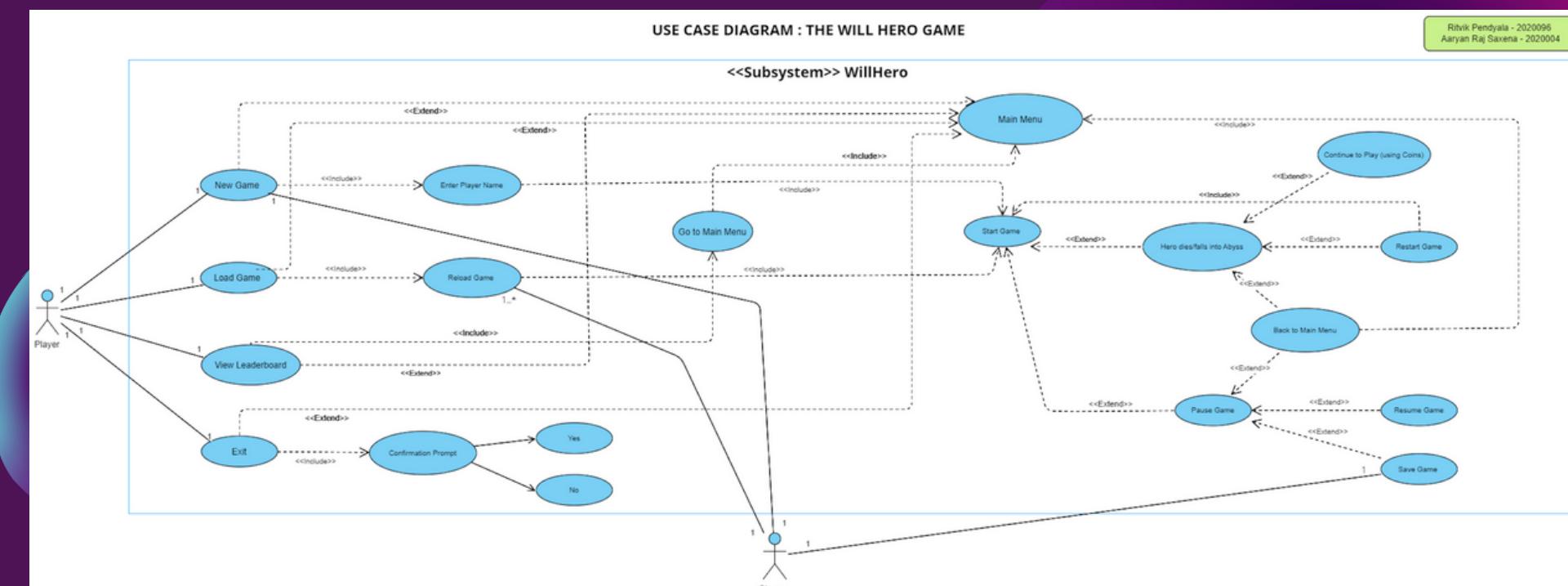
Substantial use of Association , Composition , Inheritance , Abstract classes and immense Exception Handling used throughout to achieve Gameplay.

Vast usage of JavaFX to achieveth e front end and the final product.
Serialization used a to Save Games and help in the Bonus Implementation as well

UML CLASS DIAGRAM



UML CASE DIAGRAM



Contributions

Aaryan :

Game Design and Implementation , Gameplay , UML , Animations ,
and Bonus Implementation

Ritvik :

Game Design and Implementation , Serialization ,UML , and Bonus
Implementation

Bonus Implementation

LeaderBoard :

We've implemented a LeaderBoard feature in the game which tracks the top five highest scores in the whole game in all of its history of playing the game.

Sound Effects :

We've added quirky and cool sound effects to almost every action, whether jumping over islands, eliminating the Orcs, or even clicking on icons.