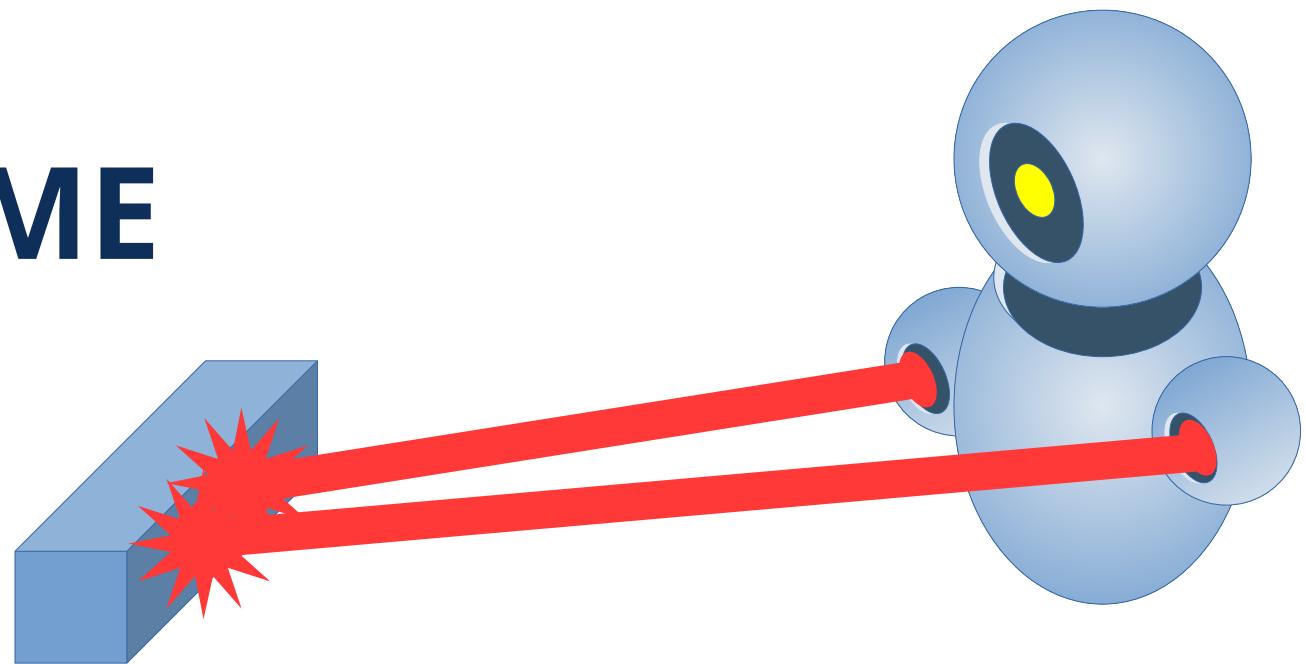
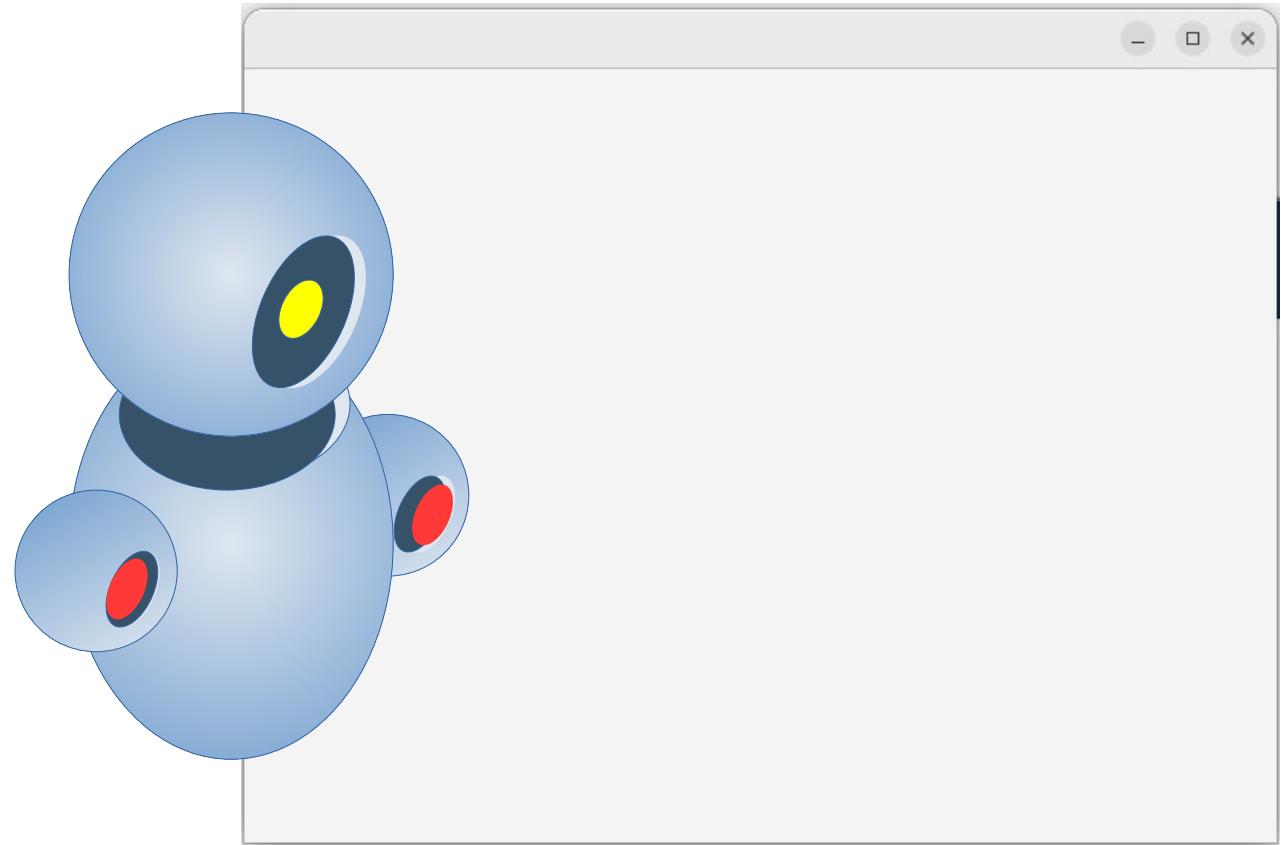


THE CHON GAME IN JAVA

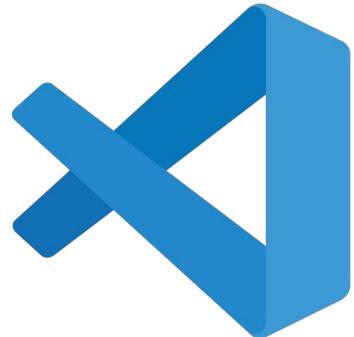


MY FIRST JAVA FX APPLICATION

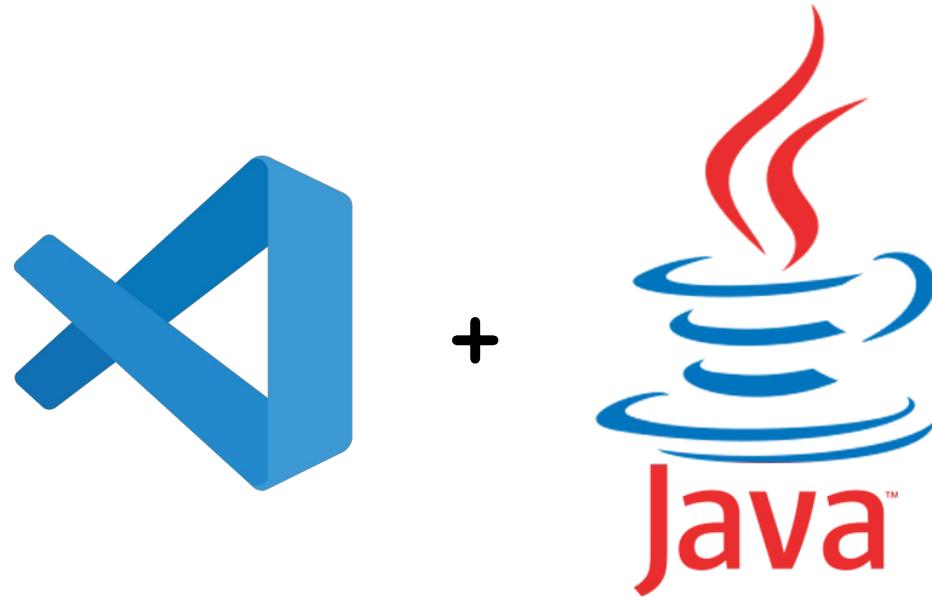


JavaFX is a comprehensive software platform for creating and programming client and cross-platform desktop applications.

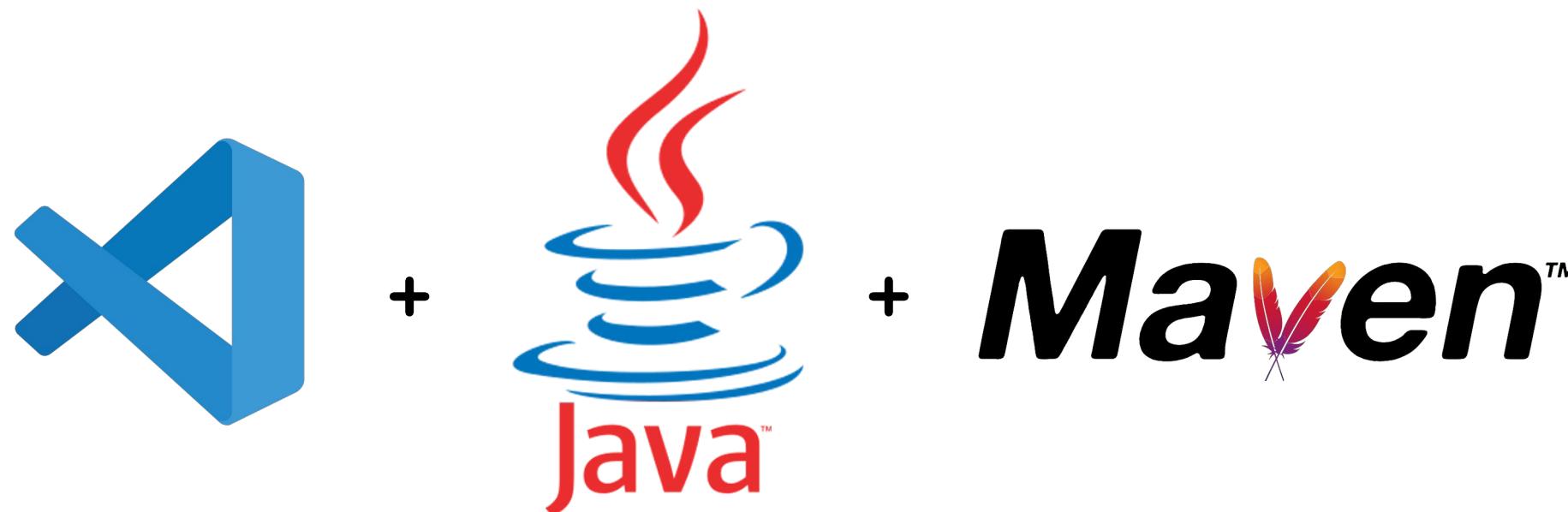
Project Technologies



Project Technologies

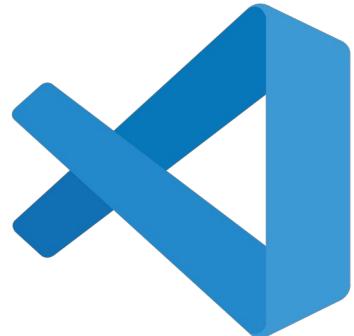


Project Technologies

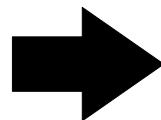
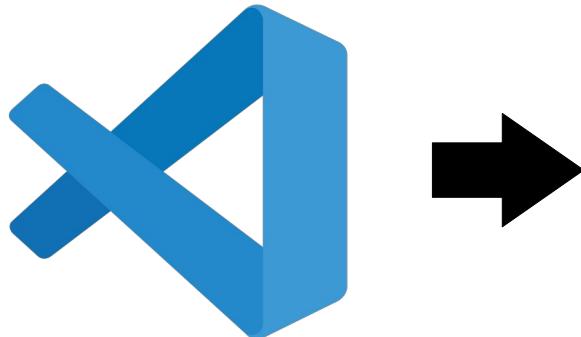


Project Technologies





VSCode



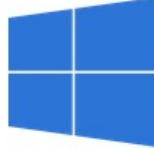
https://code.visualstudio.com/download

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Version 1.87 is now available! Read about the new features and fixes from February.

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 Windows
Windows 10, 11

 .deb
Debian, Ubuntu

 .rpm
Red Hat, Fedora, SUSE

 Mac
macOS 10.15+

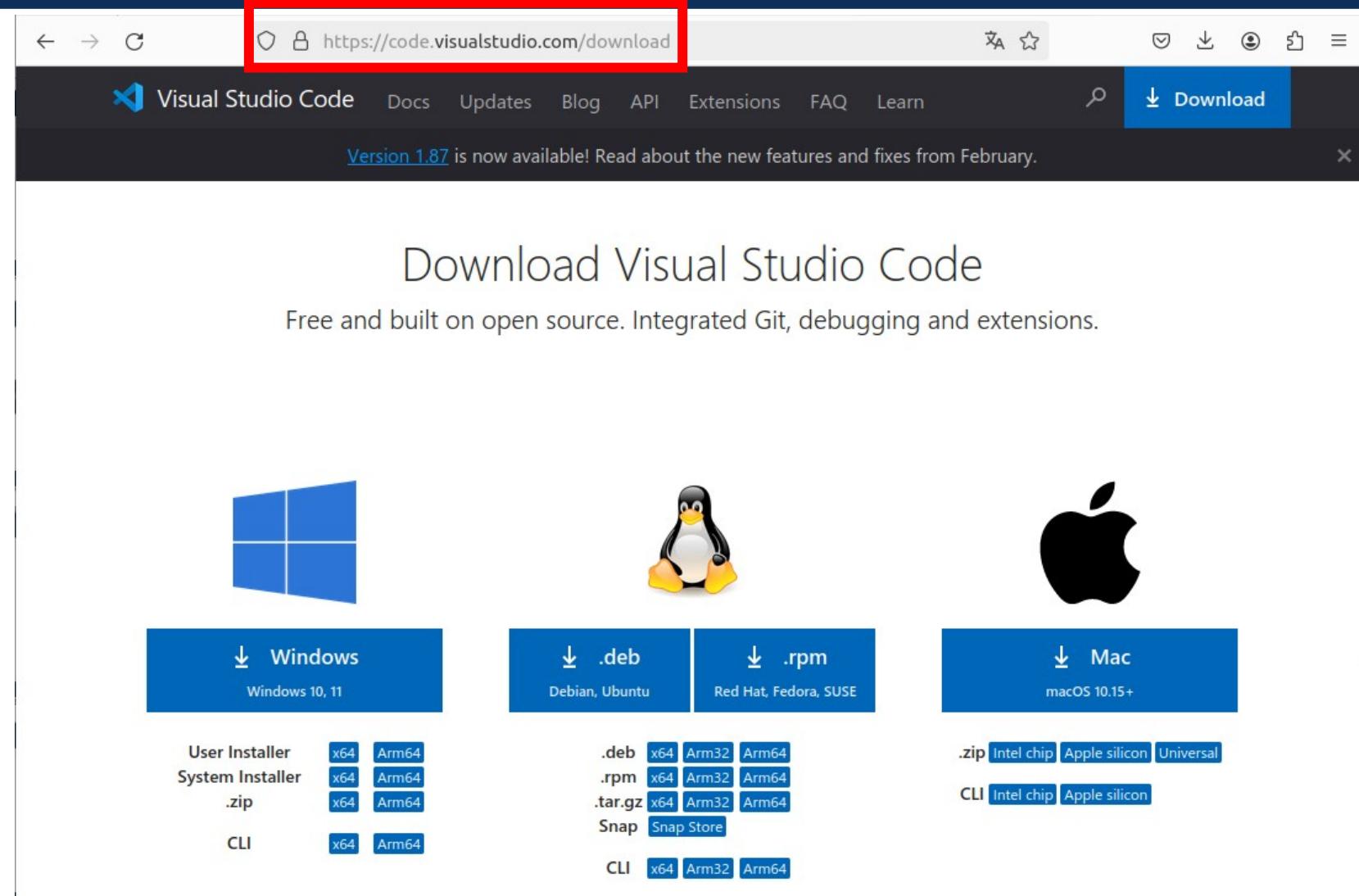
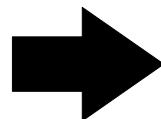
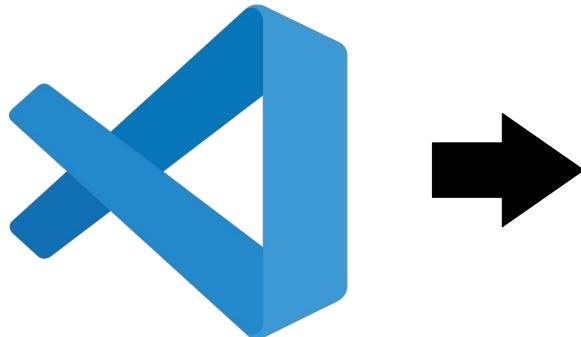
User Installer
System Installer
.zip
CLI

.deb
.rpm
.tar.gz
Snap
CLI

x64
Arm64
x64
Arm64
x64
Arm64
x64
Arm32
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Arm64

.zip
Intel chip
Apple silicon
Universal
CLI
Intel chip
Apple silicon

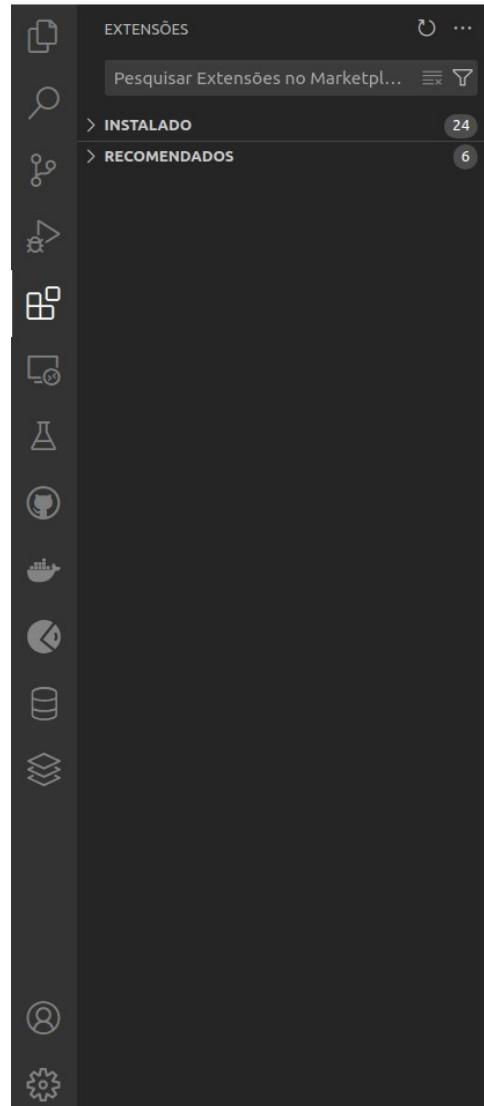
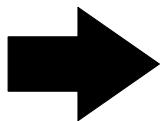
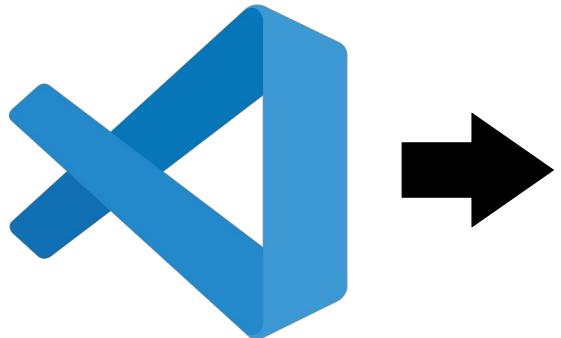
VSCode



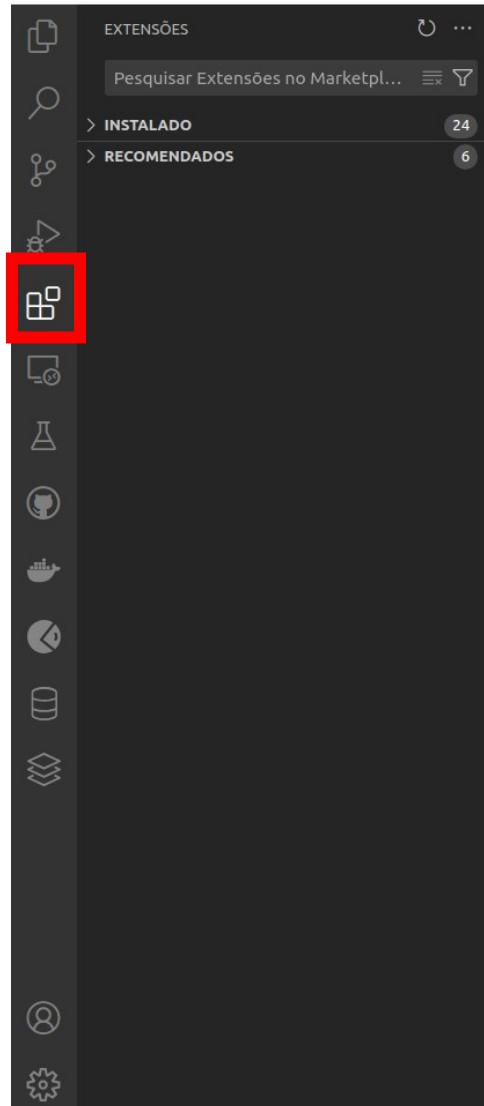
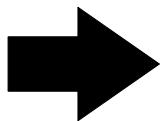
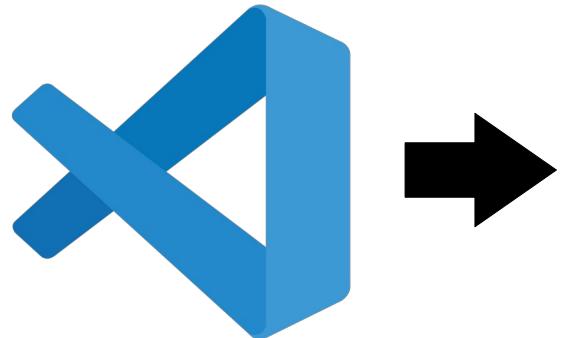
The screenshot shows the official Visual Studio Code download page at <https://code.visualstudio.com/download>. The page features a dark header with the Visual Studio Code logo and navigation links for Docs, Updates, Blog, API, Extensions, FAQ, and Learn. A prominent blue 'Download' button is located in the top right. A banner at the top of the main content area announces 'Version 1.87 is now available! Read about the new features and fixes from February.' Below this, the title 'Download Visual Studio Code' is displayed, followed by the subtitle 'Free and built on open source. Integrated Git, debugging and extensions.' The page then lists download links for three major operating systems:

- Windows**: Available for Windows 10, 11. Options include User Installer (x64, Arm64), System Installer (x64, Arm64), .zip (x64, Arm64), and CLI (x64, Arm64).
- .deb**: Available for Debian, Ubuntu. Options include .deb (x64, Arm32, Arm64), .rpm (x64, Arm32, Arm64), .tar.gz (x64, Arm32, Arm64), and Snap (Snap Store).
- .rpm**: Available for Red Hat, Fedora, SUSE. Options include .deb (x64, Arm32, Arm64), .rpm (x64, Arm32, Arm64), .tar.gz (x64, Arm32, Arm64), and Snap (Snap Store).
- Mac**: Available for macOS 10.15+. Options include .zip (Intel chip, Apple silicon, Universal), CLI (Intel chip, Apple silicon), and .tar.gz (Intel chip, Apple silicon).

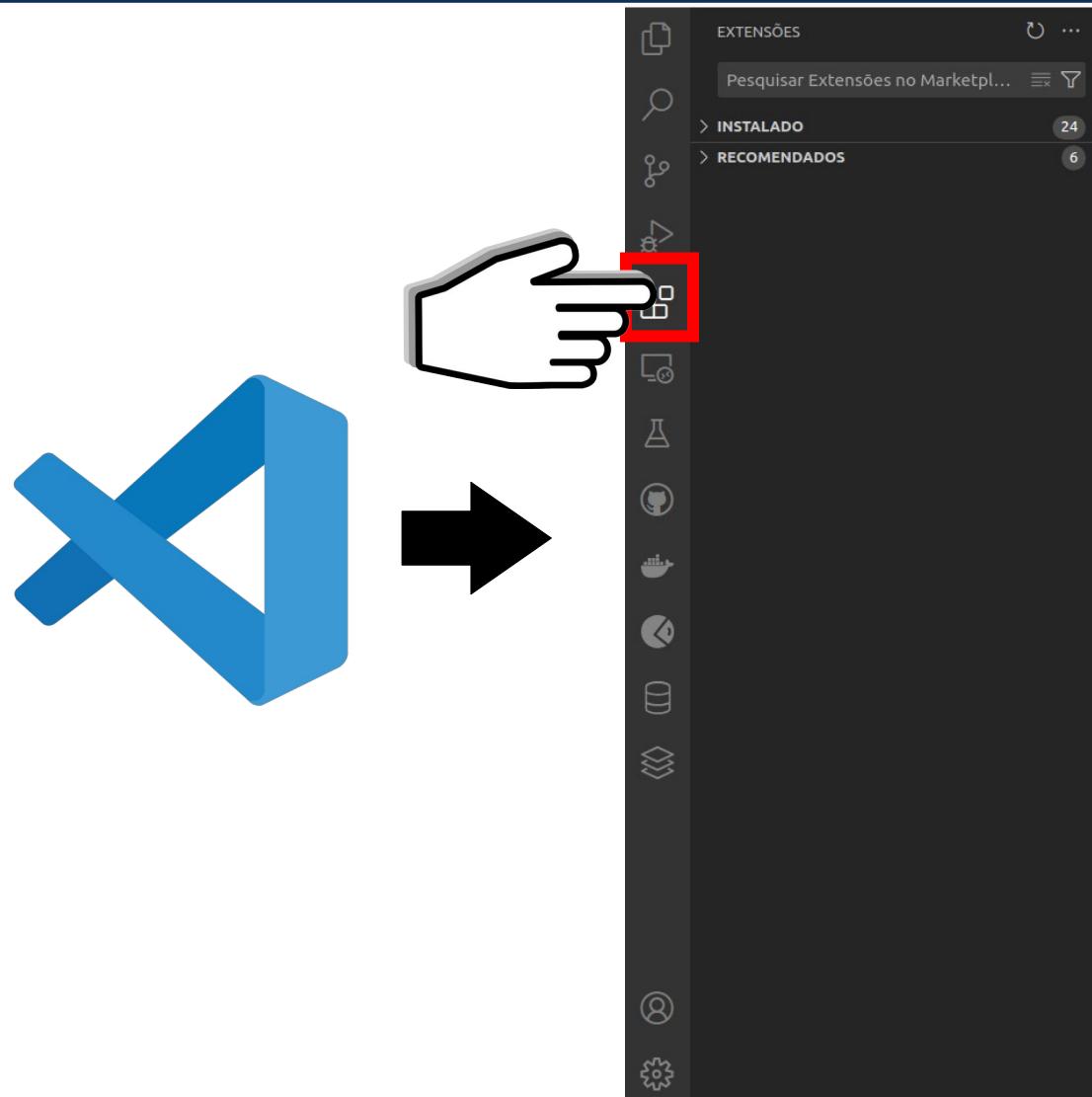
VSCode



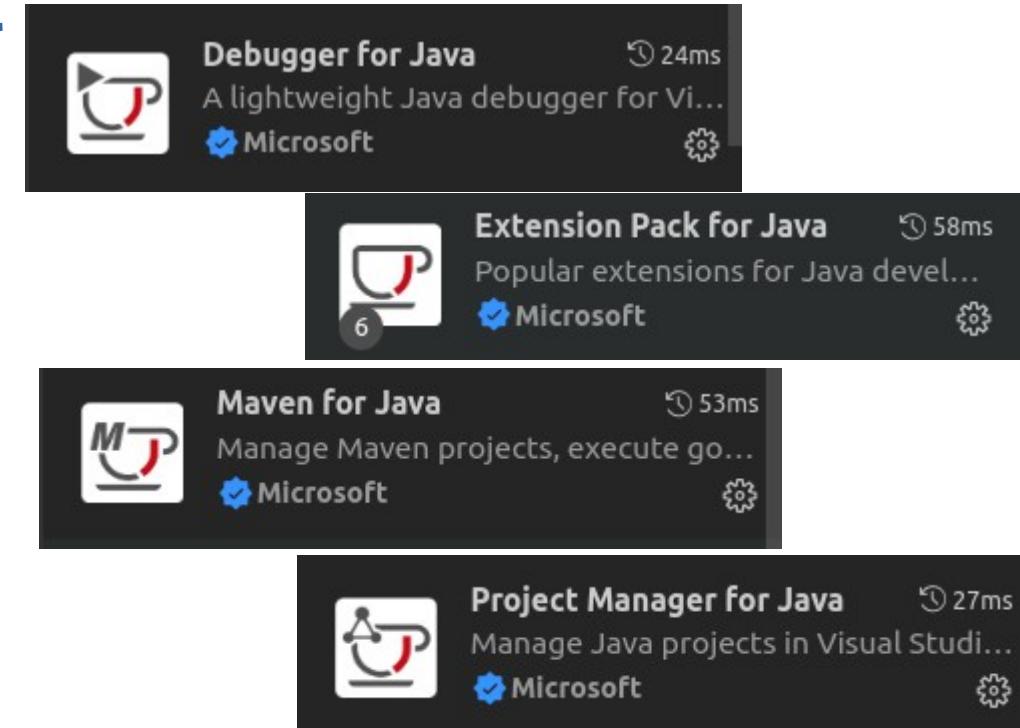
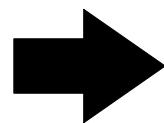
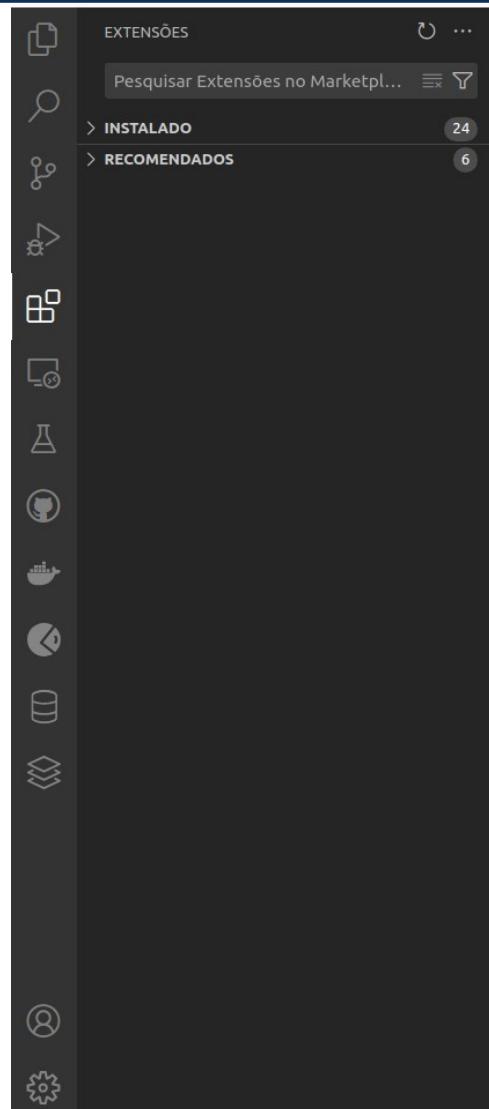
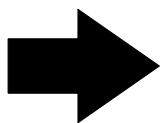
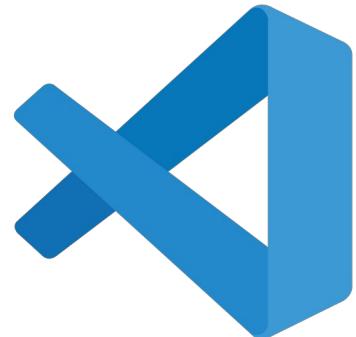
VSCode



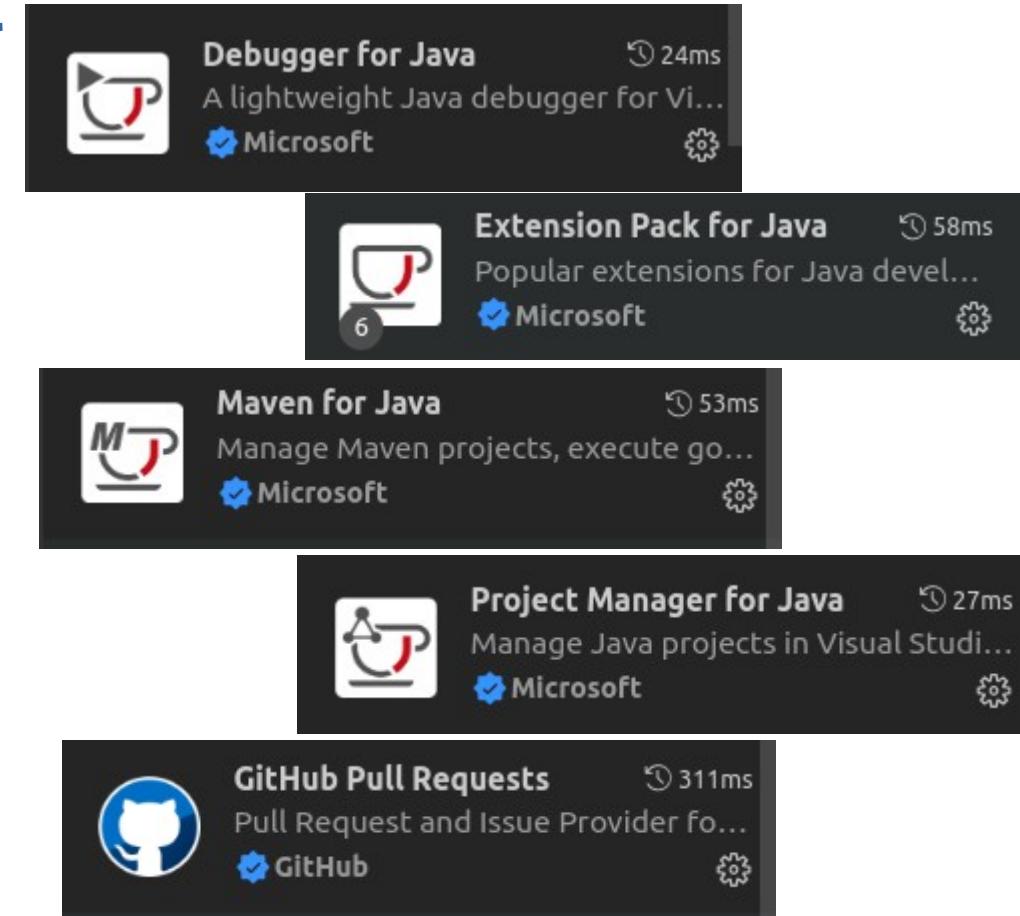
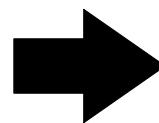
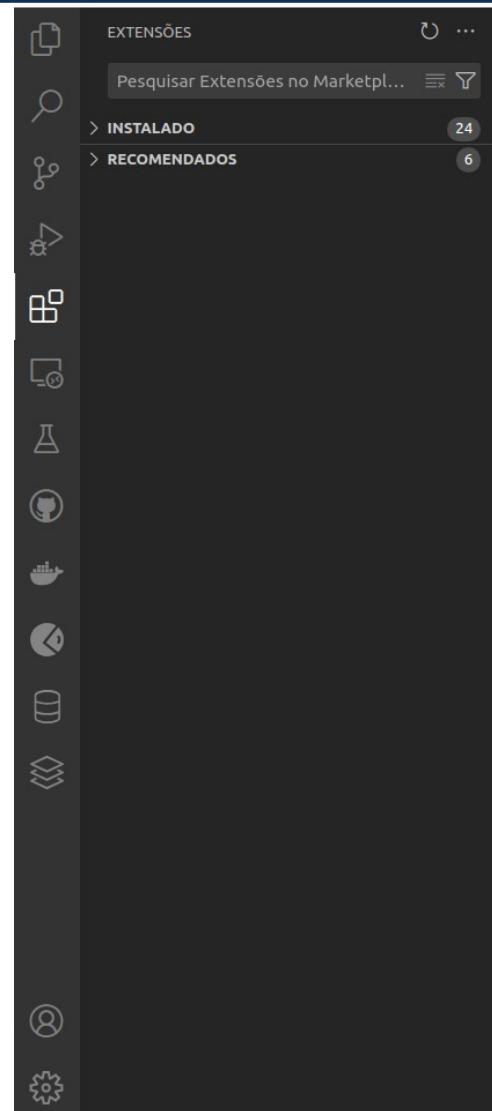
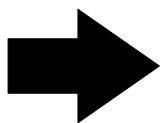
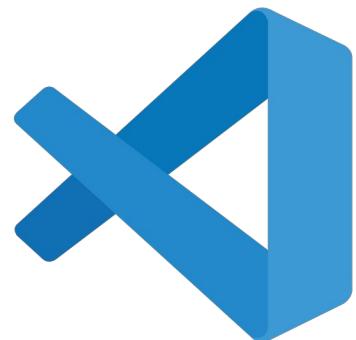
VSCode



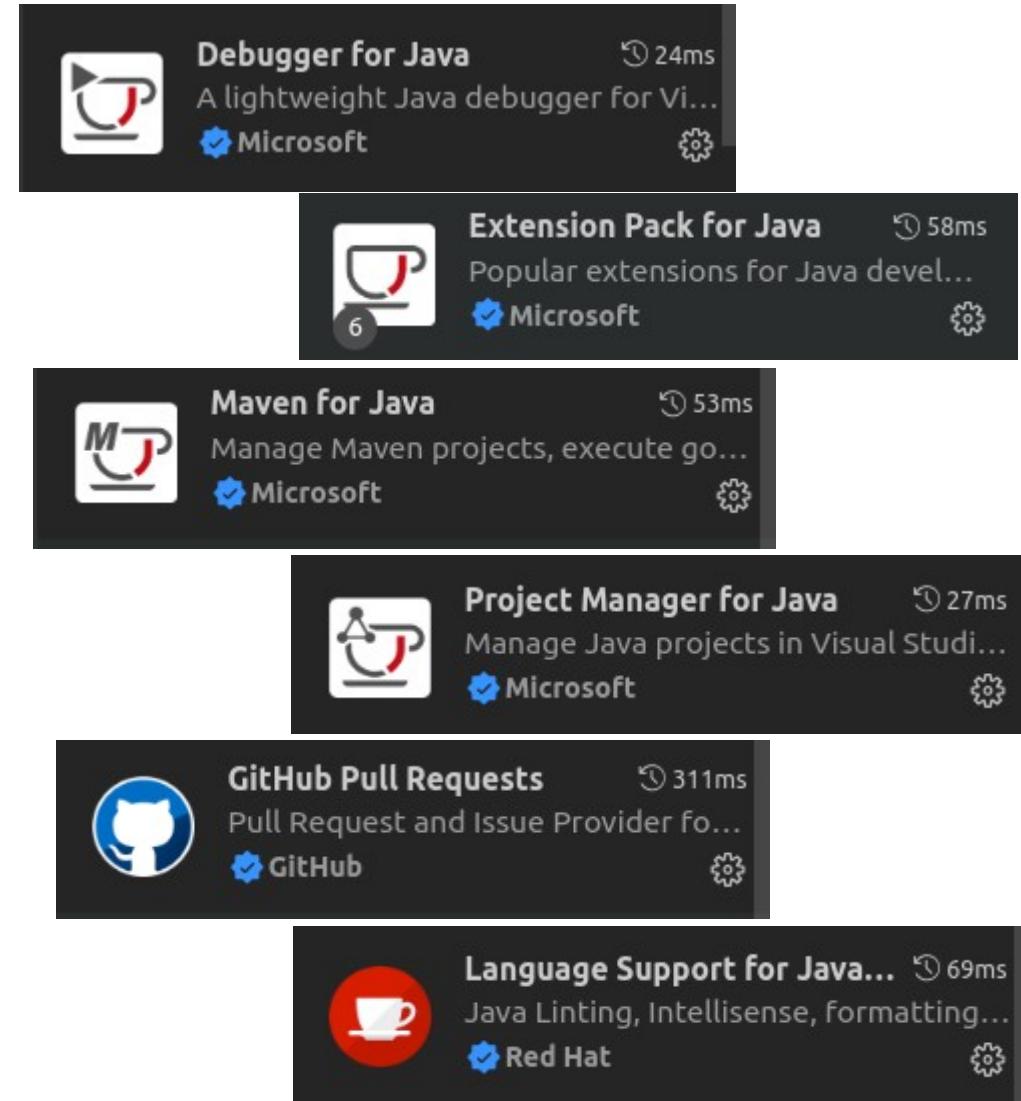
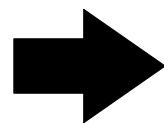
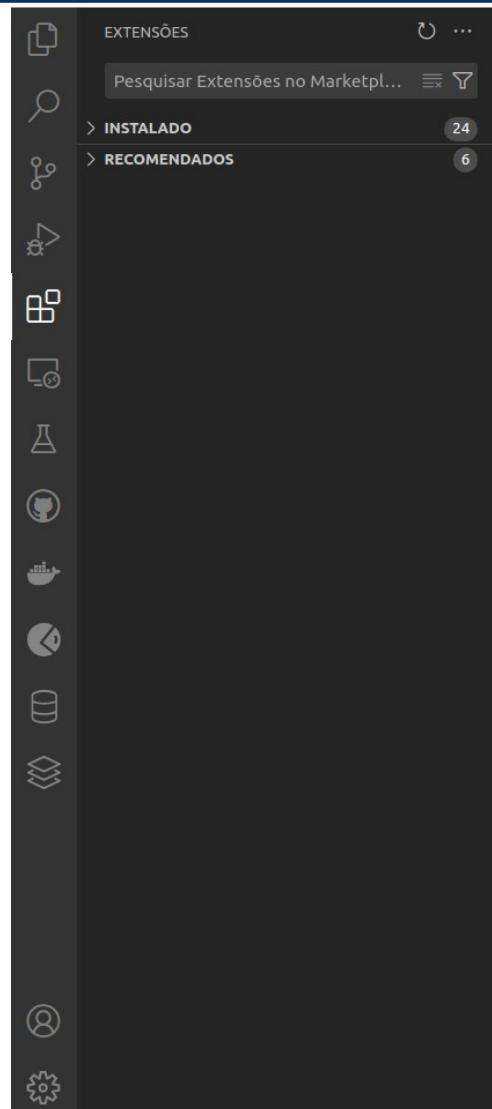
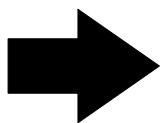
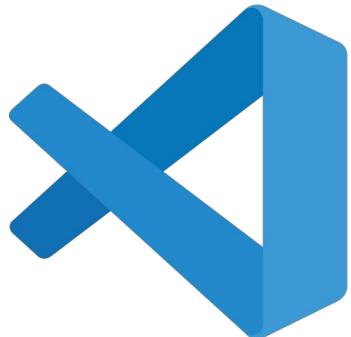
VSCode



VSCode

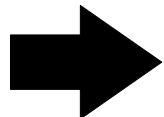


VSCode





GitHub



The screenshot shows a GitHub profile page for the user 'profpantoja'. At the top, there's a navigation bar with links for Overview, Repositories (10), Projects, Packages, Stars (2), and a search bar. Below the navigation is a circular profile picture of a man with rainbow hair, holding a whiteboard marker. The main content area starts with a bio section: 'Carpe diem. Make your lives extraordinary.' followed by a paragraph about the user's work in Artificial Intelligence, Robotics, Ubiquitous Computing, and the Internet of Things. It also lists current projects and collaborations. Below this is a 'Research Groups and Projects' section listing membership in CHON, OBINVEST, and the Turing Project. The 'Languages and frameworks I've interacted' section includes Java, MySQL, and other icons. At the bottom, there's a 'Follow me on Social Media' section with links to LinkedIn, ResearchGate, Google Scholar, iD, and Instagram.

profpantoja / README.md

Carpe diem. Make your lives extraordinary.

I work in Artificial Intelligence, more specifically in Multi-agent Systems and Software Engineering, but I have ventured into the areas of Robotics, Ubiquitous Computing, and the Internet of Things. In the management area, I work in technology dissemination (and currently social media), technological innovation, entrepreneurship, and Information Technology Governance and process mapping.

- I'm currently working on [multi-agent-system](#) [embedded-system](#) [modeling-language](#) [metamodel](#)
- I'm collaborating on [JaCaMo](#) [ChonIDE](#)

Research Groups and Projects

- Member of Cognitive Hardware on Networks Research Group (CHON).
- Co-coordinator of the Brazilian Investment Olympics (OBINVEST).
- Founder of the Turing Project.

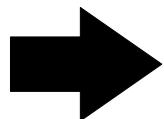
Languages and frameworks I've interacted

Java MySQL

Follow me on Social Media

LinkedIn ResearchGate Google Scholar iD Instagram

GitHub



https://github.com/profpantoja

profpantoja

Overview Repositories Projects Packages Stars 2

Type ⌘ to search

Kadu Pantoja
profpantoja

Professor and researcher at CEFET/RJ, master and Ph.D in Computing at the Military Institute of Engineering (IME) and UFF with mobility at Sorbonne UPMC.

Edit profile

62 followers • 8 following

CEFET/RJ
Rio de Janeiro
<https://turing.pro.br/kadupantoja>
prof.pantoja

Repositories 0

profpantoja / README.md

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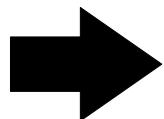
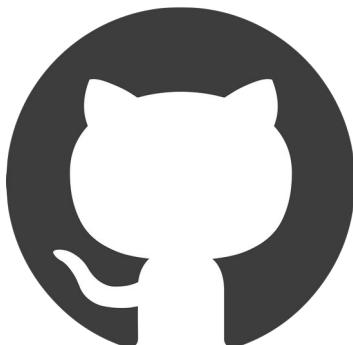
Languages and frameworks I've interacted

Java MySQL

Follow me on Social Media

[LinkedIn](#) [ResearchGate](#) [Google Scholar](#) [ORCID](#) [Instagram](#)

GitHub



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https://github.com/profpantoja

profpantoja

Overview Repositories Projects Packages Stars 2

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profpantoja

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Edit profile

62 followers · 8 following

CEFET/RJ
Rio de Janeiro
<https://turing.pro.br/kadupantoja>
prof.pantoja

Type ⌘ to search

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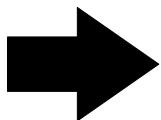
Languages and frameworks I've interacted

Java MySQL

Follow me on Social Media

in RG G ID Instagram

GitHub



Screenshot of a GitHub user profile page for [profpantoja](https://github.com/profpantoja).

The profile page shows the user's profile picture (a person with rainbow hair holding a paintbrush), name (**Kadu Pantoja**), and bio (**profpantoja**). It also lists **62 followers** and **8 following**.

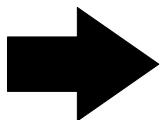
The GitHub interface includes a navigation bar with links for Overview, Repositories (10), Projects, Packages, Stars (2), and a search bar for finding repositories.

The main content area displays several repository cards:

- java-exercicios** (Public): A repository for exercise lists related to Programming II. It was last updated yesterday and is written in Java.
- chonGame** (Private): A JavaFX game for learning object-oriented concepts. It was last updated 2 weeks ago.
- bd-exercicios** (Public): A repository for exercise lists related to Database Modeling. It was last updated on Dec 13, 2023.

Below the repositories, there are sections for **Research Groups and Projects** (listing membership in Cognitive Hardware, co-ordination of the Brasília group, and founder of the Turing Project) and **Languages and frameworks I've interacted with** (Java, MySQL).

At the bottom, there is a section for **Follow me on Social Media** with links to LinkedIn, ResearchGate, Google Scholar, ID, and Instagram.



Screenshot of a GitHub profile page for [profpantoja](https://github.com/profpantoja).

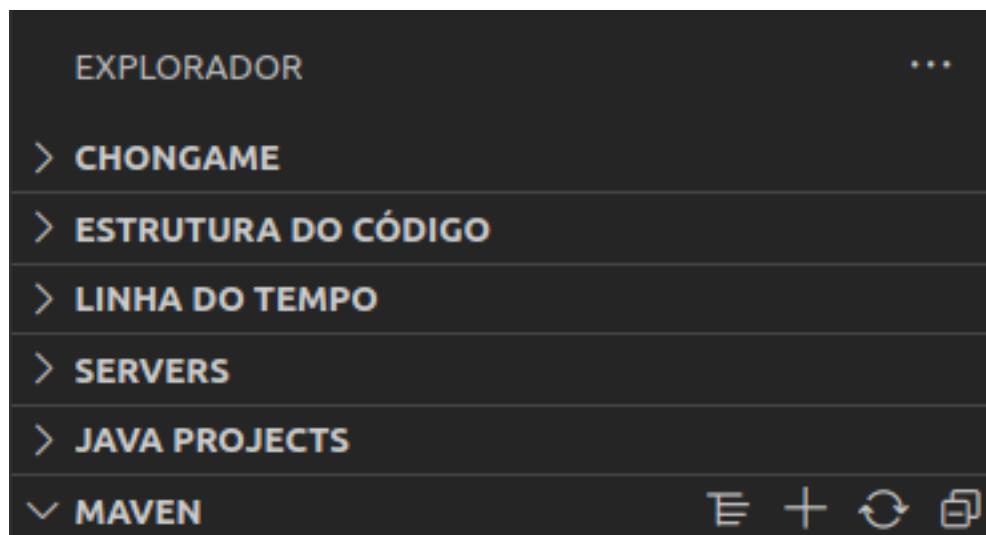
The profile page shows the user's profile picture (a person with rainbow hair holding a paintbrush), name (**Kadu Pantoja**), bio, follower count (62), and links to their CEFET/RJ profile and personal website.

The main content area displays the user's repositories:

- java-exercicios** (Public): A repository for exercise lists related to Programming II. It includes a link to [profpantoja / README.md](#), Java status, and last update information.
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- bd-exercicios** (Public): A repository for exercise lists related to Database Modeling and Databases. It includes a link to [profpantoja / README.md](#), Java status, and last update information.

The page also features sections for research groups, languages/frameworks used, and social media links.

Creating a New Maven Project



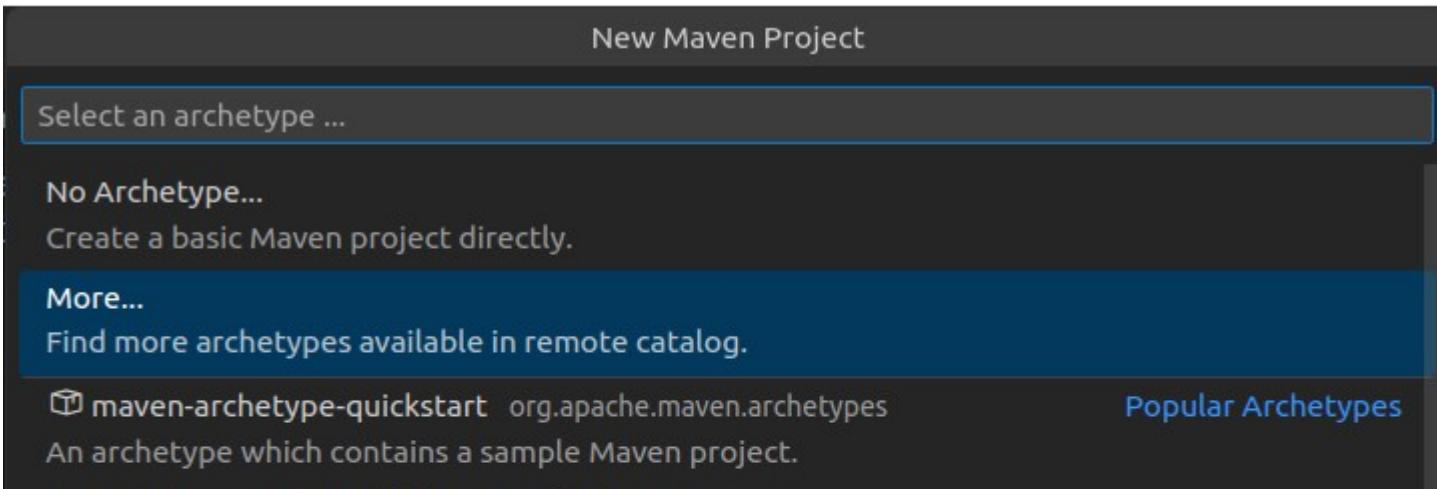
Creating a New Maven Project



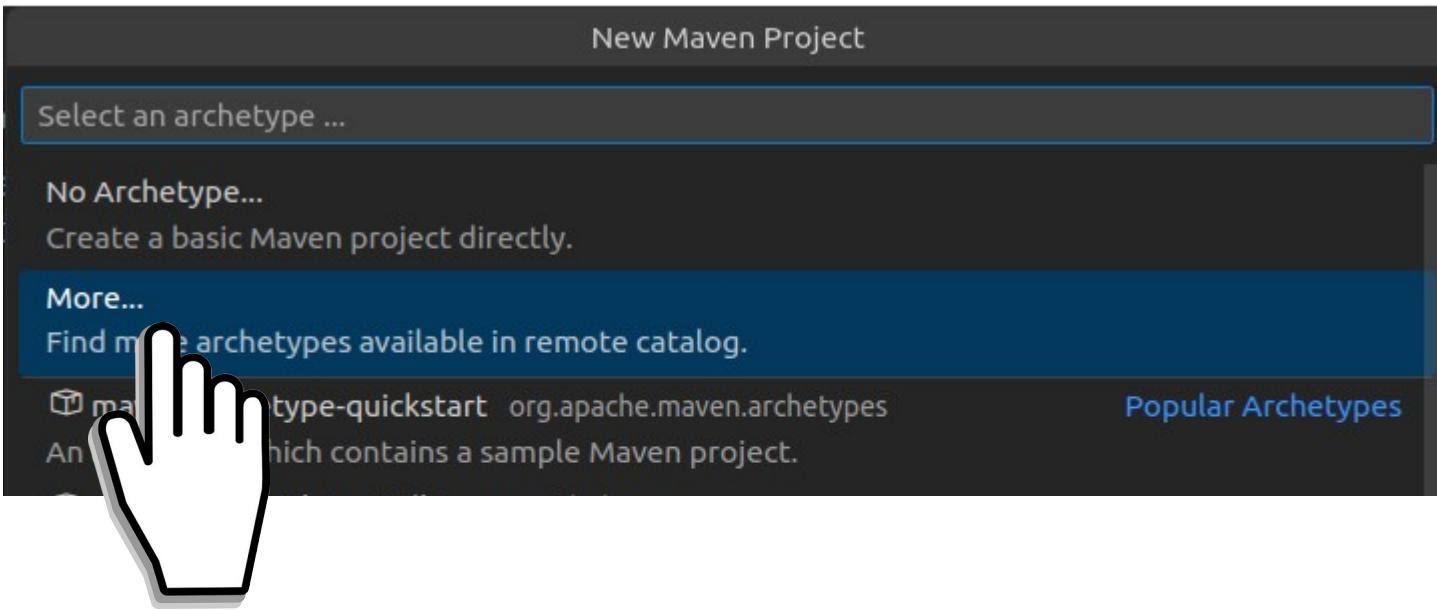
Creating a New Maven Project



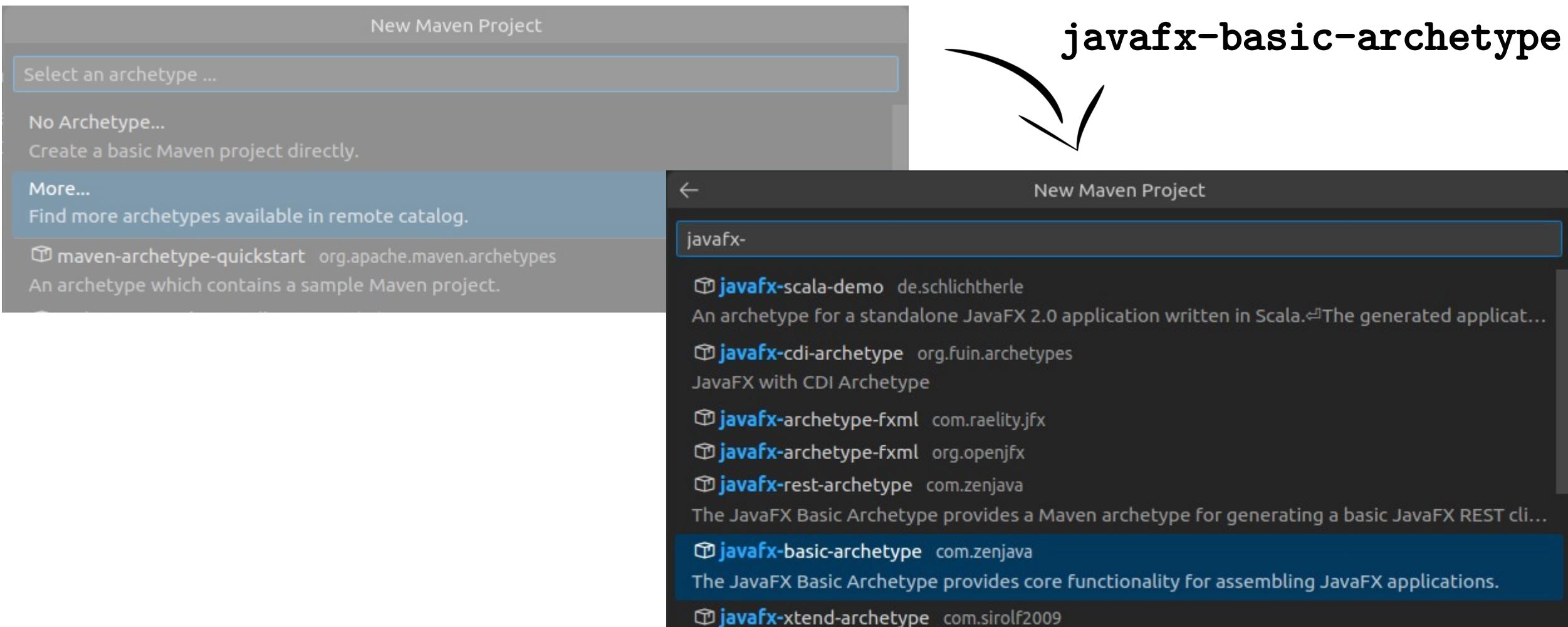
Creating a New Maven Project



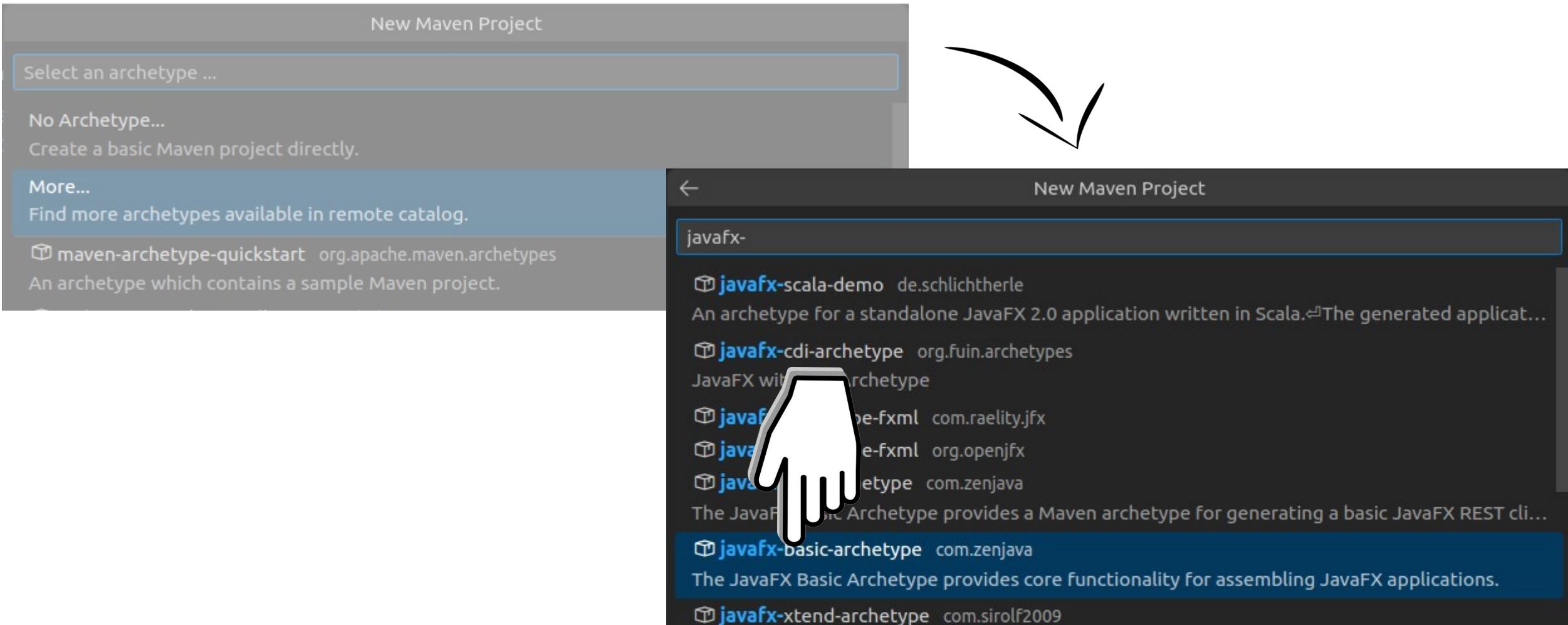
Creating a New Maven Project



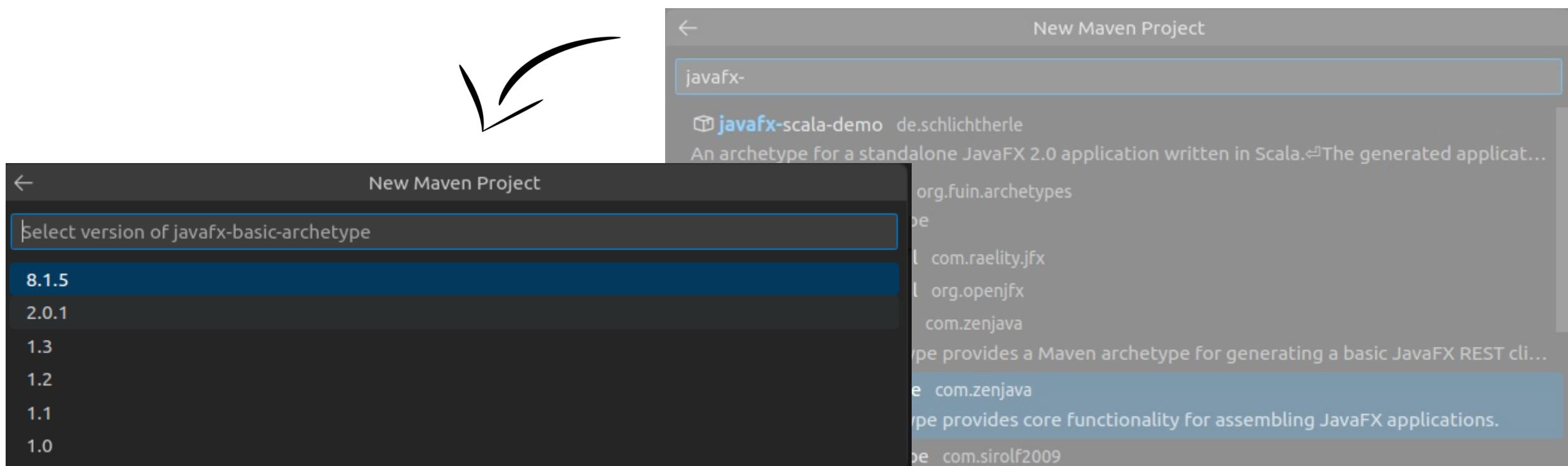
Creating a New Maven Project



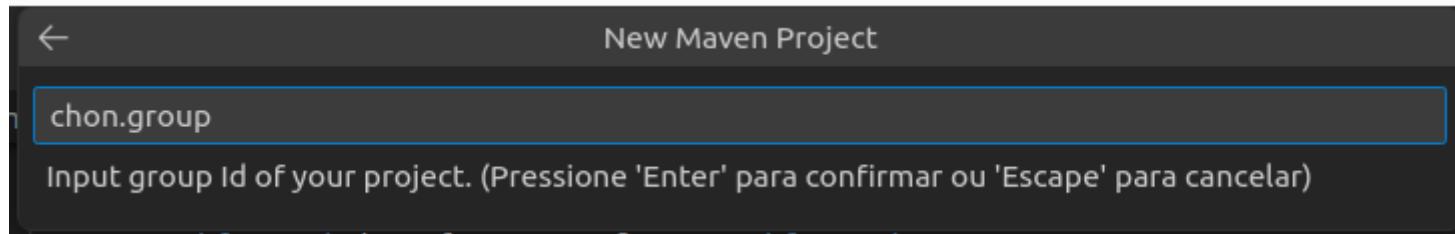
Creating a New Maven Project



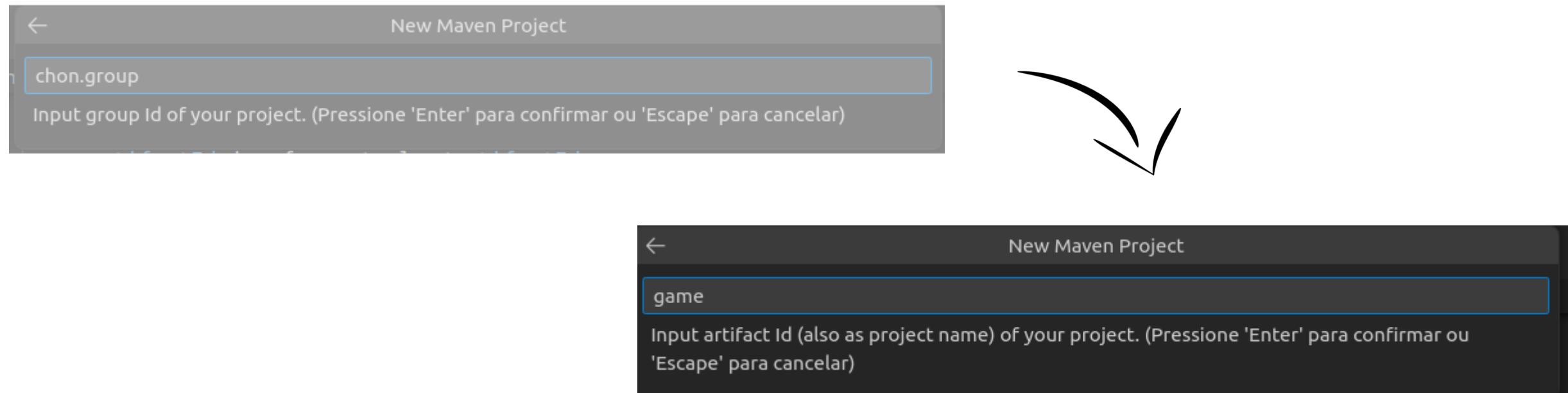
Creating a New Maven Project



Creating a New Maven Project



Creating a New Maven Project



Creating a New Maven Project

```
○ * Executando tarefa: mvn org.apache.maven.plugins:maven-archetype-plugin:3.1.2:generate -DarchetypeArtifactId="javafx-basi c-archetype" -DarchetypeGroupId="com.zenjava" -DarchetypeVersion="8.1.5" -DgroupId="chon.group" -DartifactId="game"

[INFO] Scanning for projects...
[INFO]
[INFO] -----< chon.group:game >-----
[INFO] Building game 1
[INFO] -----[ jar ]-----
[INFO]
[INFO] >>> maven-archetype-plugin:3.1.2:generate (default-cli) > generate-sources @ game >>
[INFO]
[INFO] <<< maven-archetype-plugin:3.1.2:generate (default-cli) < generate-sources @ game <<<
[INFO]
[INFO]
[INFO] --- maven-archetype-plugin:3.1.2:generate (default-cli) @ game ---
[INFO] Generating project in Interactive mode
[INFO] Archetype repository not defined. Using the one from [com.zenjava/javafx-basic-archetype:8.1.5] found in catalog remote
Downloading from central: https://repo.maven.apache.org/maven2/com/zenjava/javafx-basic-archetype/8.1.5/javafx-basic-archety pe-8.1.5.pom
Downloaded from central: https://repo.maven.apache.org/maven2/com/zenjava/javafx-basic-archetype/8.1.5/javafx-basic-archetyp e-8.1.5.pom (6.2 kB at 17 kB/s)
Downloading from central: https://repo.maven.apache.org/maven2/com/zenjava/javafx-basic-archetype/8.1.5/javafx-basic-archety pe-8.1.5.jar
Downloaded from central: https://repo.maven.apache.org/maven2/com/zenjava/javafx-basic-archetype/8.1.5/javafx-basic-archetyp e-8.1.5.jar (145 kB at 188 kB/s)
[INFO] Using property: groupId = chon.group
[INFO] Using property: artifactId = game
Define value for property 'version' 1.0-SNAPSHOT: :
```

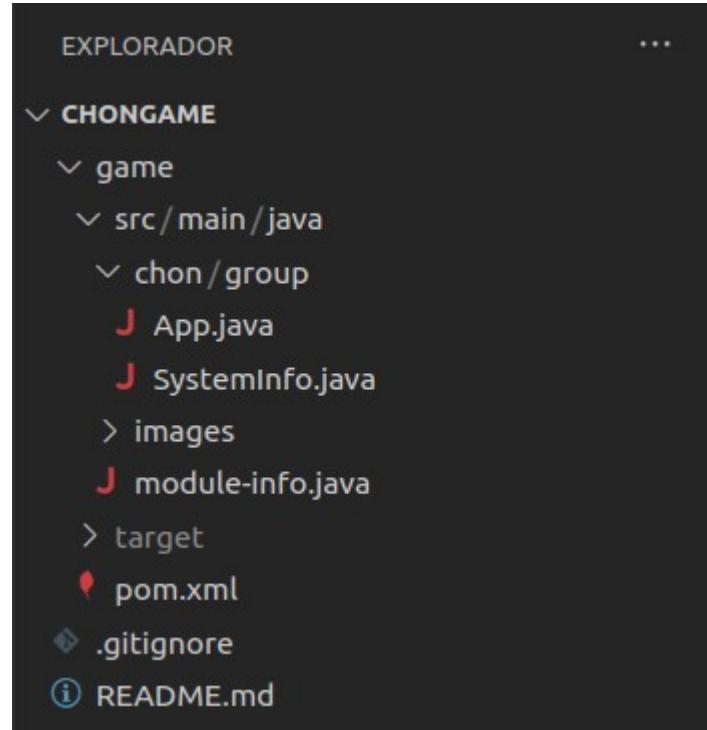
Creating a New Maven Project

```
○ * Executando tarefa: mvn org.apache.maven.plugins:maven-archetype-plugin:3.1.2:generate -DarchetypeArtifactId="javafx-basi  
c-archetype" -DarchetypeGroupId="com.zenjava" -DarchetypeVersion="8.1.5" -DgroupId="chon.group" -DartifactId="game"  
  
[INFO] Scanning for projects...  
[INFO]  
[INFO] -----< chon.group:game >-----  
[INFO] Building game 1  
[INFO] -----[ jar ]-----  
[INFO]  
[INFO] >>> maven-archetype-plugin:3.1.2:generate (default-cli) > generate-sources @ game >>>  
[INFO]  
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[INFO]  
[INFO]  
[INFO] --- maven-archetype-plugin:3.1.2:generate (default-cli) @ game ---  
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Downloading from central: https://repo.maven.apache.org/maven2/com/zenjava/javafx-basi  
pe-8.1.5.pom  
Downloaded from central: https://repo.maven.apache.org/maven2/com/zenjava/javafx-basi  
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Define value for property 'version' 1.0-SNAPSHOT: :
```

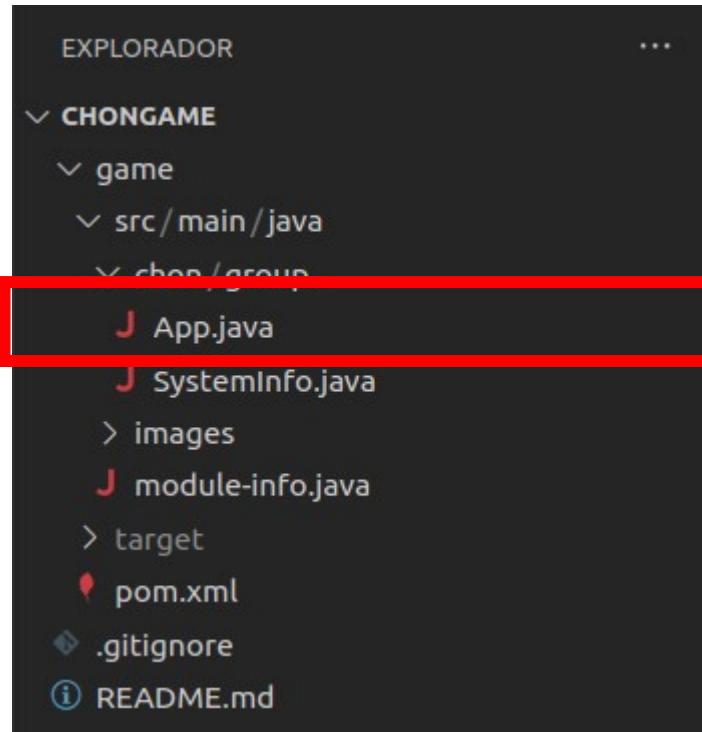


```
[INFO] Using property: groupId = chon.group  
[INFO] Using property: artifactId = game  
Define value for property 'version' 1.0-SNAPSHOT: : 1  
[INFO] Using property: package = chon.group  
Define value for property 'organizationName': chon  
Confirm properties configuration:  
groupId: chon.group  
artifactId: game  
version: 1  
package: chon.group  
organizationName: chon  
Y: : Y
```

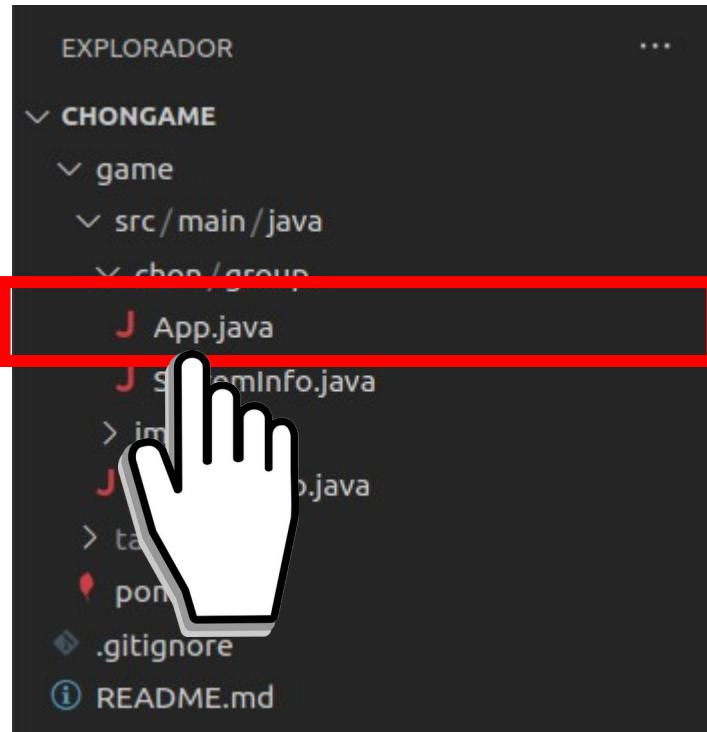
Java FX App Running



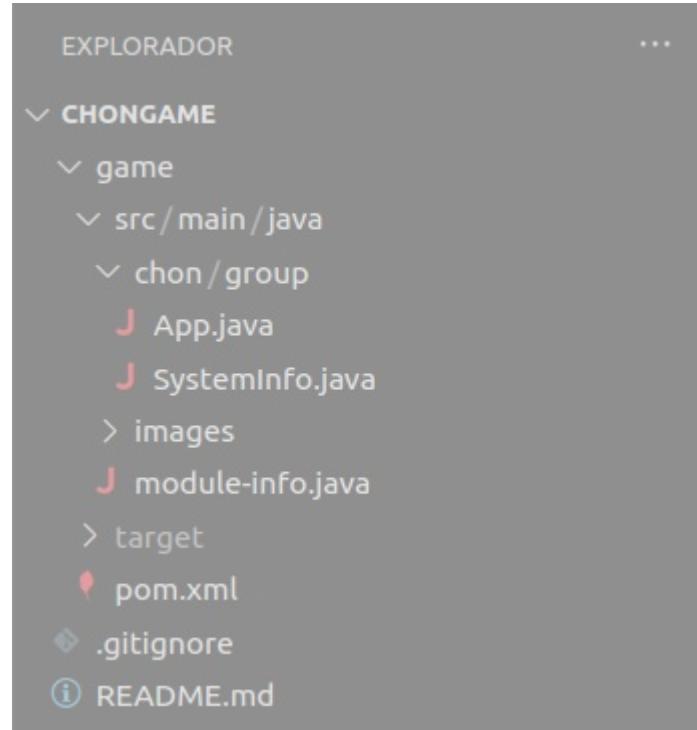
Java FX App Running



Java FX App Running



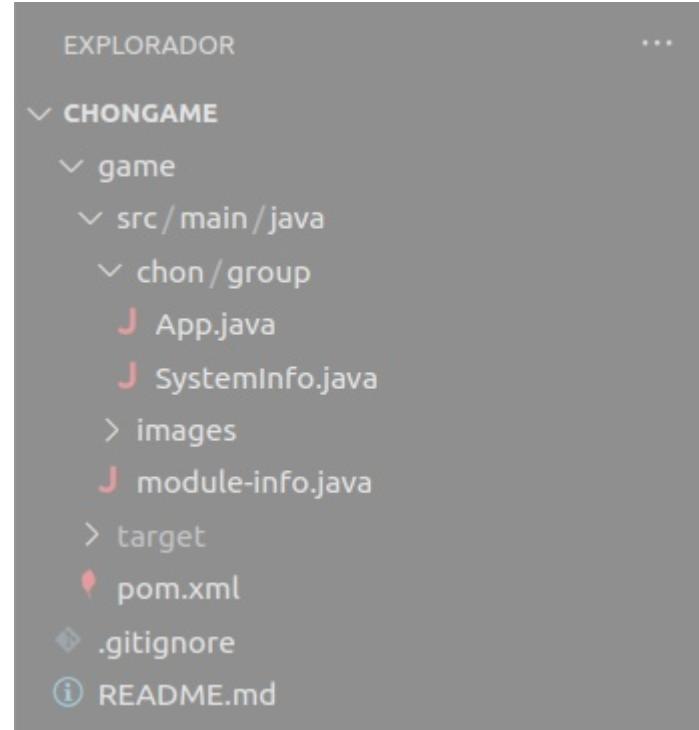
Java FX App Running



A screenshot of an IDE editor showing the 'App.java' file. The code defines a JavaFX application that prints the Java and JavaFX versions to a window. The code uses Java 8's var keyword for variable declarations.

```
J App.java M X
game > src > main > java > chon > group > J App.java > App > start(Stage)
1 package chon.group;
2
3 import javafx.application.Application;
4 import javafx.scene.Scene;
5 import javafx.scene.control.Label;
6 import javafx.scene.layout.StackPane;
7 import javafx.stage.Stage;
8
9 /**
10 * JavaFX App
11 */
12 public class App extends Application {
13
14     @Override
15     public void start(Stage stage) {
16         var javaVersion = SystemInfo.javaVersion();
17         var javafxVersion = SystemInfo.javafxVersion();
18
19         var label = new Label("Hello, JavaFX " + javafxVersion + ", running on Java " + javaVersion + ".");
20         var scene = new Scene(new StackPane(label), width:640, height:480);
21         stage.setScene(scene);
22         stage.show();
23     }
24
25     public static void main(String[] args) {
26         launch();
27     }
28 }
29 }
```

Java FX App Running

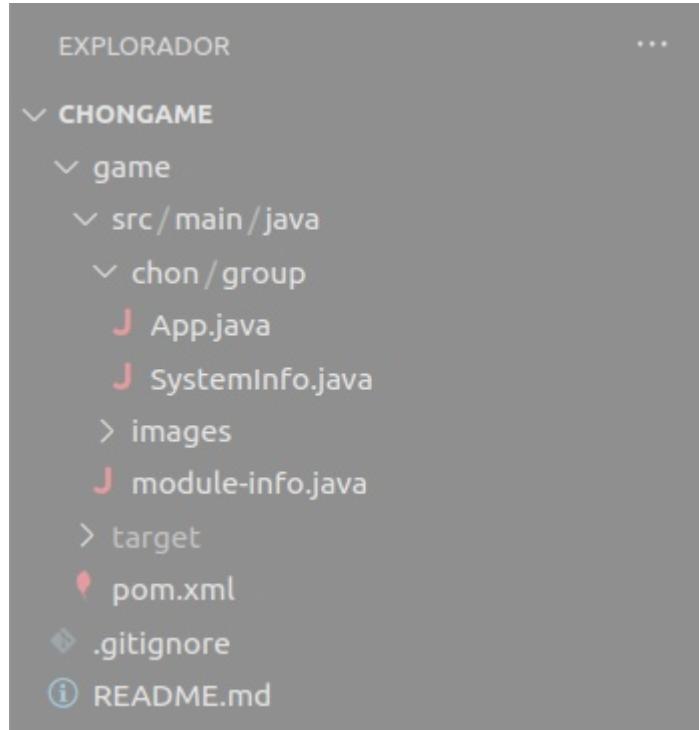


The image shows a code editor window with the file 'App.java' open. The code defines a JavaFX application that prints the Java and JavaFX versions to a window.

```
App.java M X
game > src > main > java > chon > group > J App.java > App > start(Stage)
1 package chon.group;
2
3 import javafx.application.Application;
4 import javafx.scene.Scene;
5 import javafx.scene.control.Label;
6 import javafx.scene.layout.StackPane;
7 import javafx.stage.Stage;
8
9 /**
10 * JavaFX App
11 */
12 public class App extends Application {
13
14     @Override
15     public void start(Stage stage) {
16         var javaVersion = SystemInfo.javaVersion();
17         var javafxVersion = SystemInfo.javafxVersion();
18
19         var label = new Label("Hello, JavaFX " + javafxVersion + ", running on Java " + javaVersion + ".");
20         var scene = new Scene(new StackPane(label), width:640, height:480);
21         stage.setScene(scene);
22         stage.show();
23     }
24
25     public static void main(String[] args) {
26         launch();
27     }
28 }
29 }
```

A red box highlights the 'Run | Debug' button located at the bottom of the code editor window.

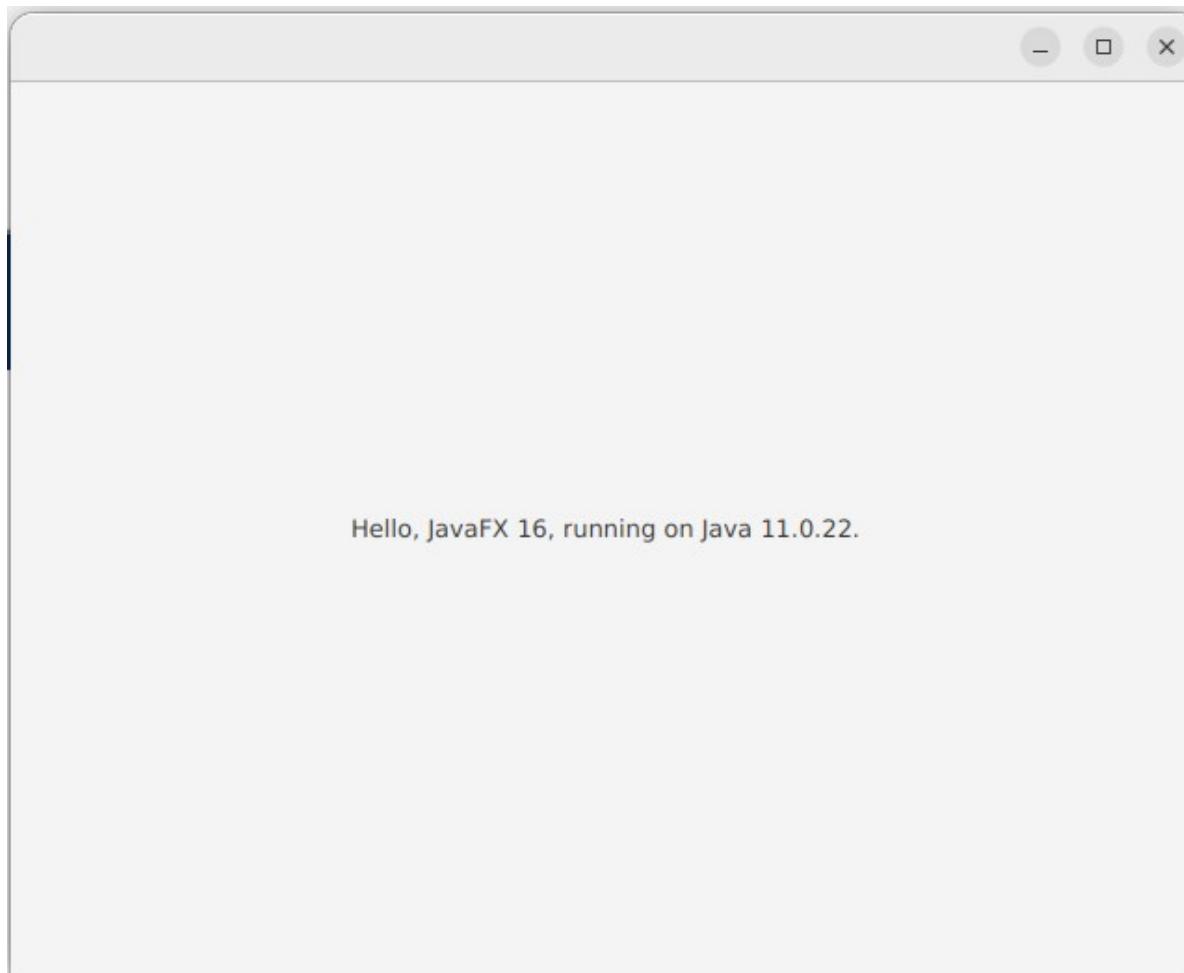
Java FX App Running



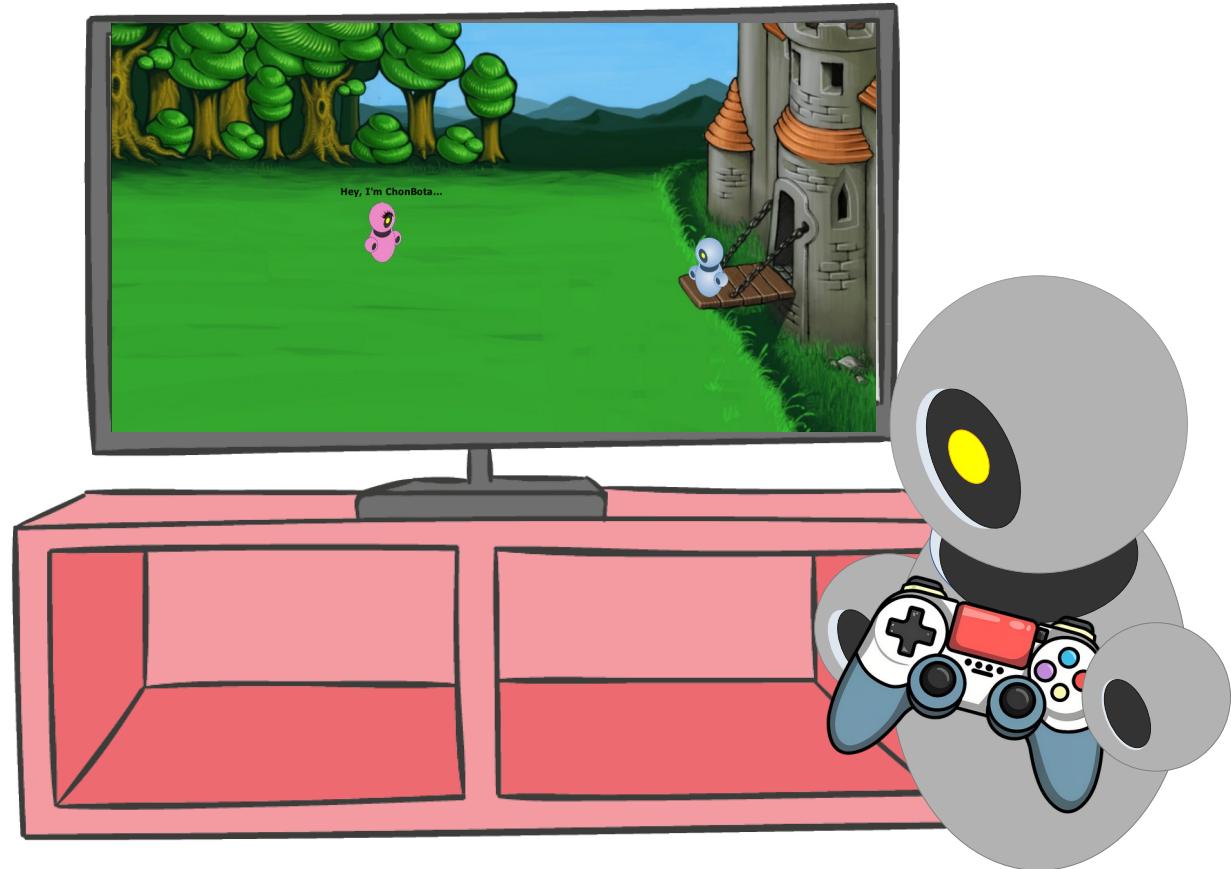
The code in 'App.java' defines a JavaFX application. It imports Application, Scene, Label, StackPane, and Stage from javafx.*. The class 'App' extends Application and overrides the start method to create a stage, set its scene, and show it. The main method calls the start method on the stage. A cursor icon is shown hovering over the start method, and a red box highlights the 'Run | Debug' context menu that appears when right-clicking on the code.

```
J App.java M X
game > src > main > java > chon > group > J App.java > App > start(Stage)
1 package chon.group;
2
3 import javafx.application.Application;
4 import javafx.scene.Scene;
5 import javafx.scene.control.Label;
6 import javafx.scene.layout.StackPane;
7 import javafx.stage.Stage;
8
9 /**
10  * JavaFX App
11 */
12 public class App extends Application {
13
14     @Override
15     public void start(Stage stage) {
16         String javaVersion = SystemInfo.javaVersion();
17         String javafxVersion = SystemInfo.javafxVersion();
18
19         Label label = new Label("Hello, JavaFX " + javafxVersion + ", running on Java " + javaVersion + ".");
20         StackPane stackPane = new StackPane(label);
21         Scene scene = new Scene(stackPane, 640, 480);
22         stage.setScene(scene);
23         stage.show();
24     }
25
26     public static void main(String[] args) {
27         launch();
28     }
29 }
```

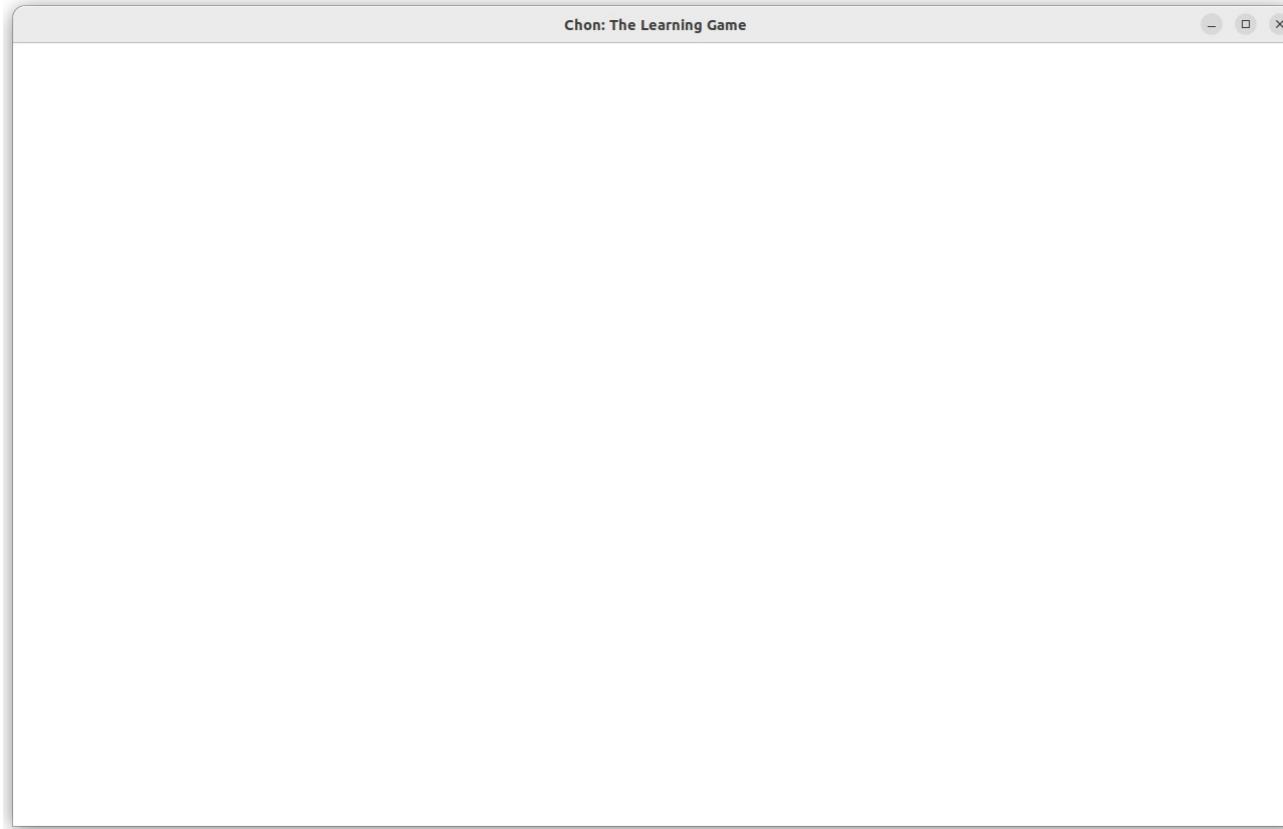
Java FX App Running



MANIPULATING GRAPHICAL ELEMENTS

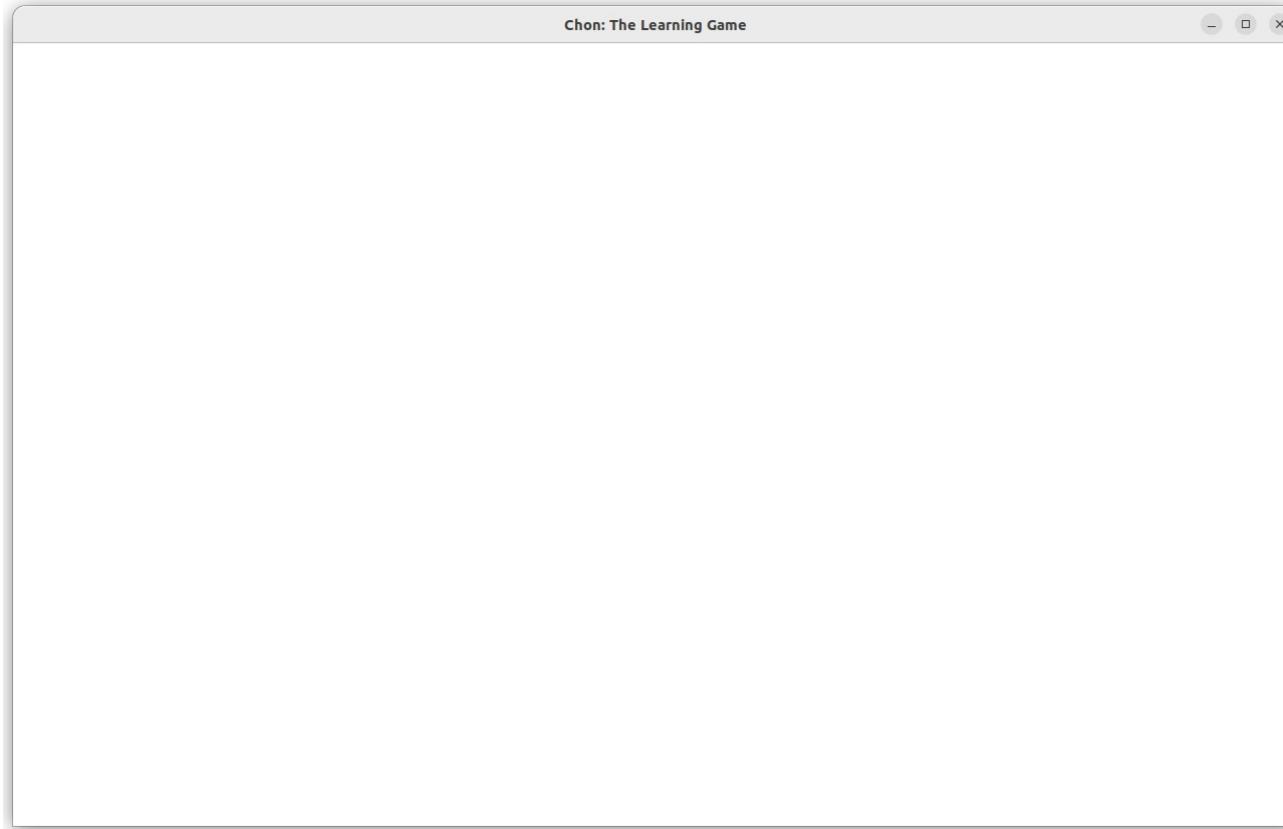


StackPane



StackPane

pane

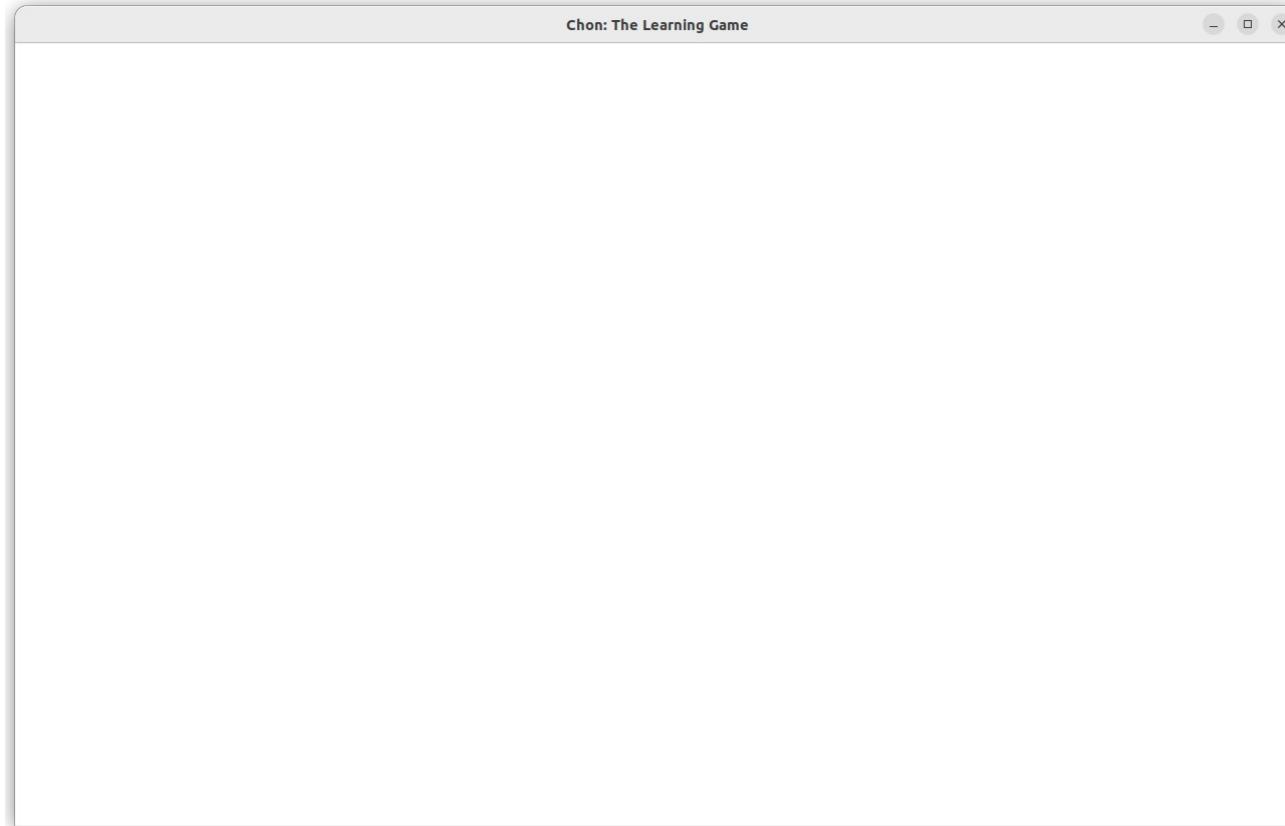


StackPane

pane

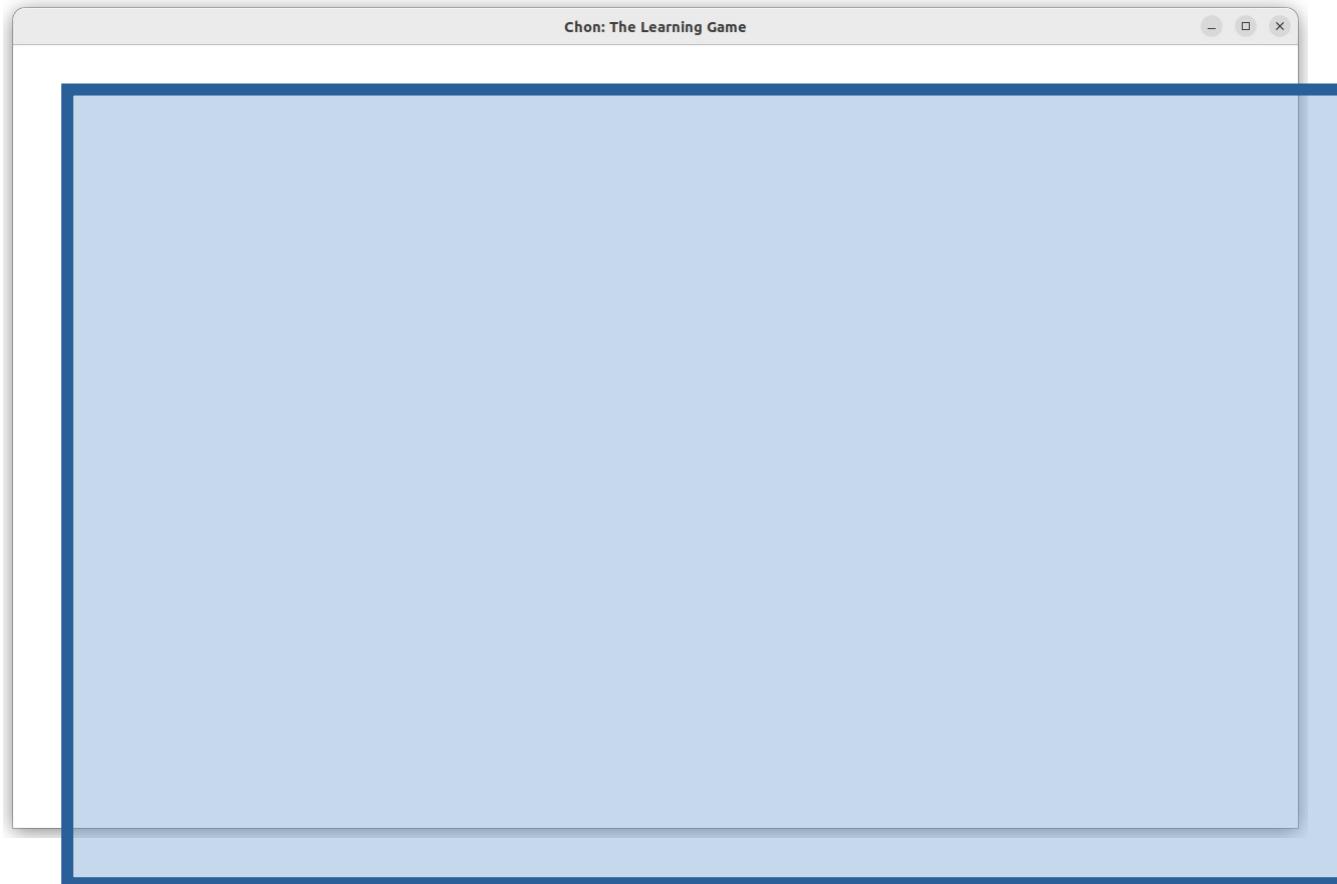


The window
that is
currently
displayed on
the screen.



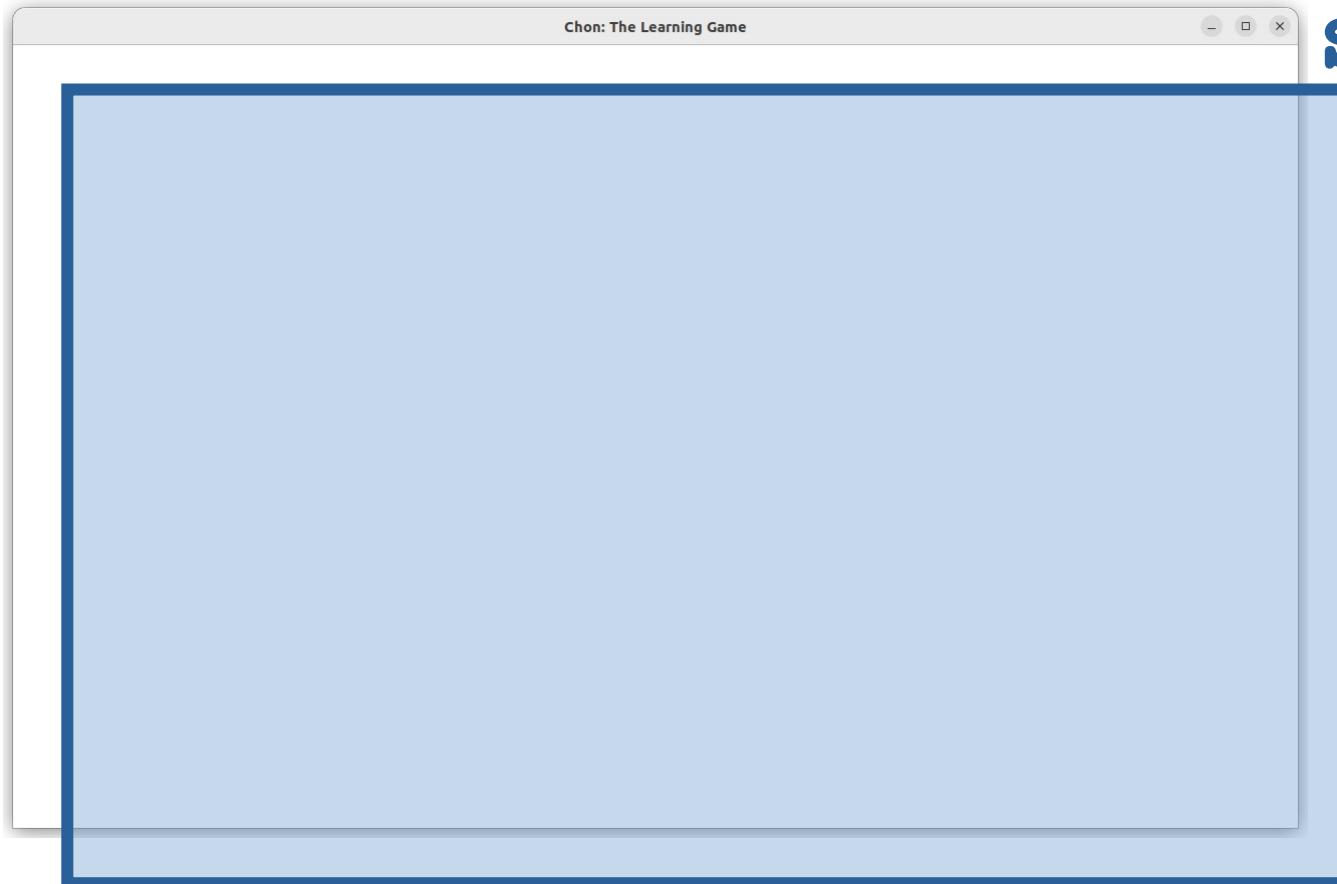
Scene

pane



Scene

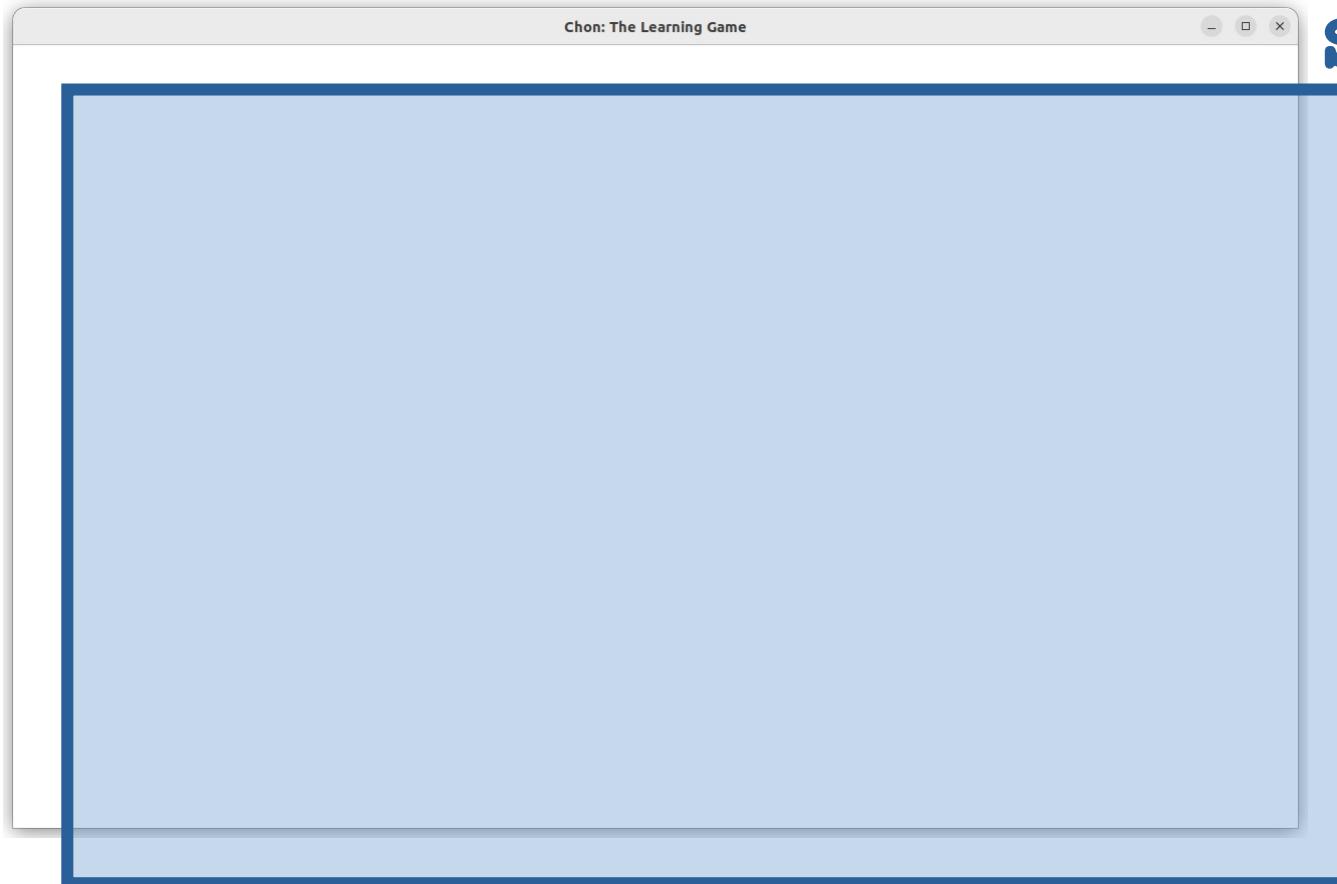
pane



scene

Scene

pane



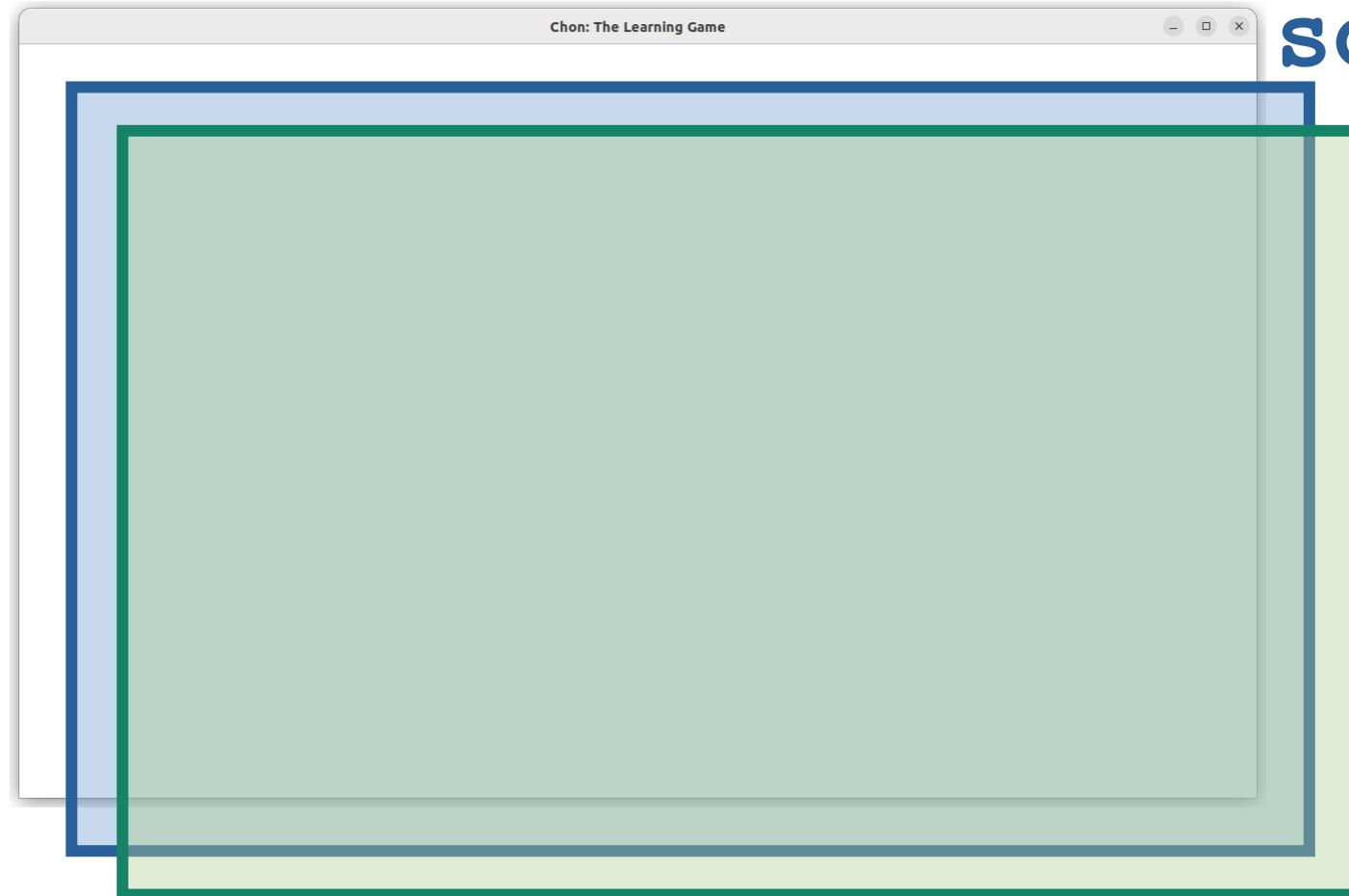
scene



It refers to
the initial
visible
dimensions
of a pane.

Canvas

pane



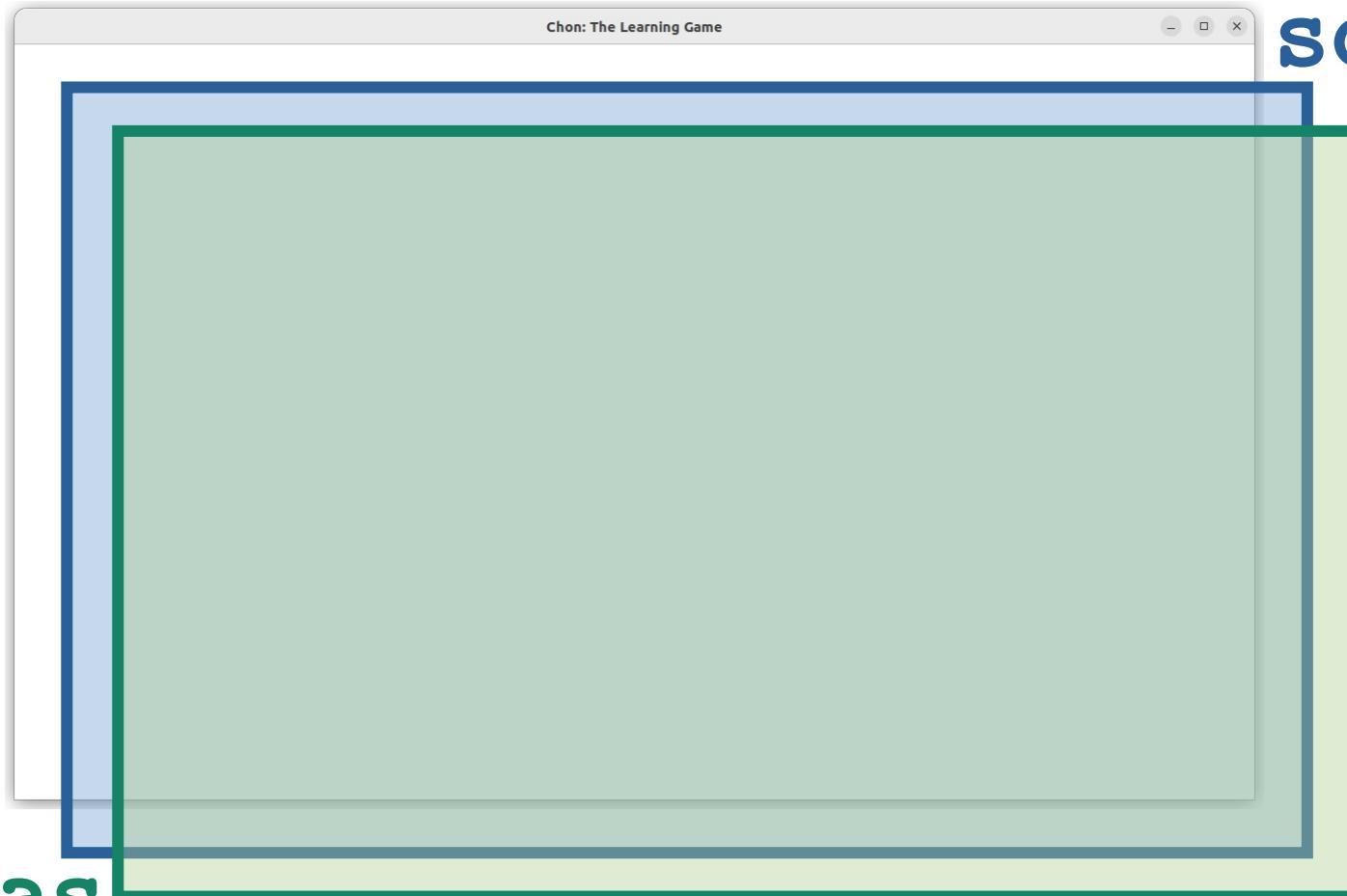
scene

Canvas

pane

scene

canvas



Canvas

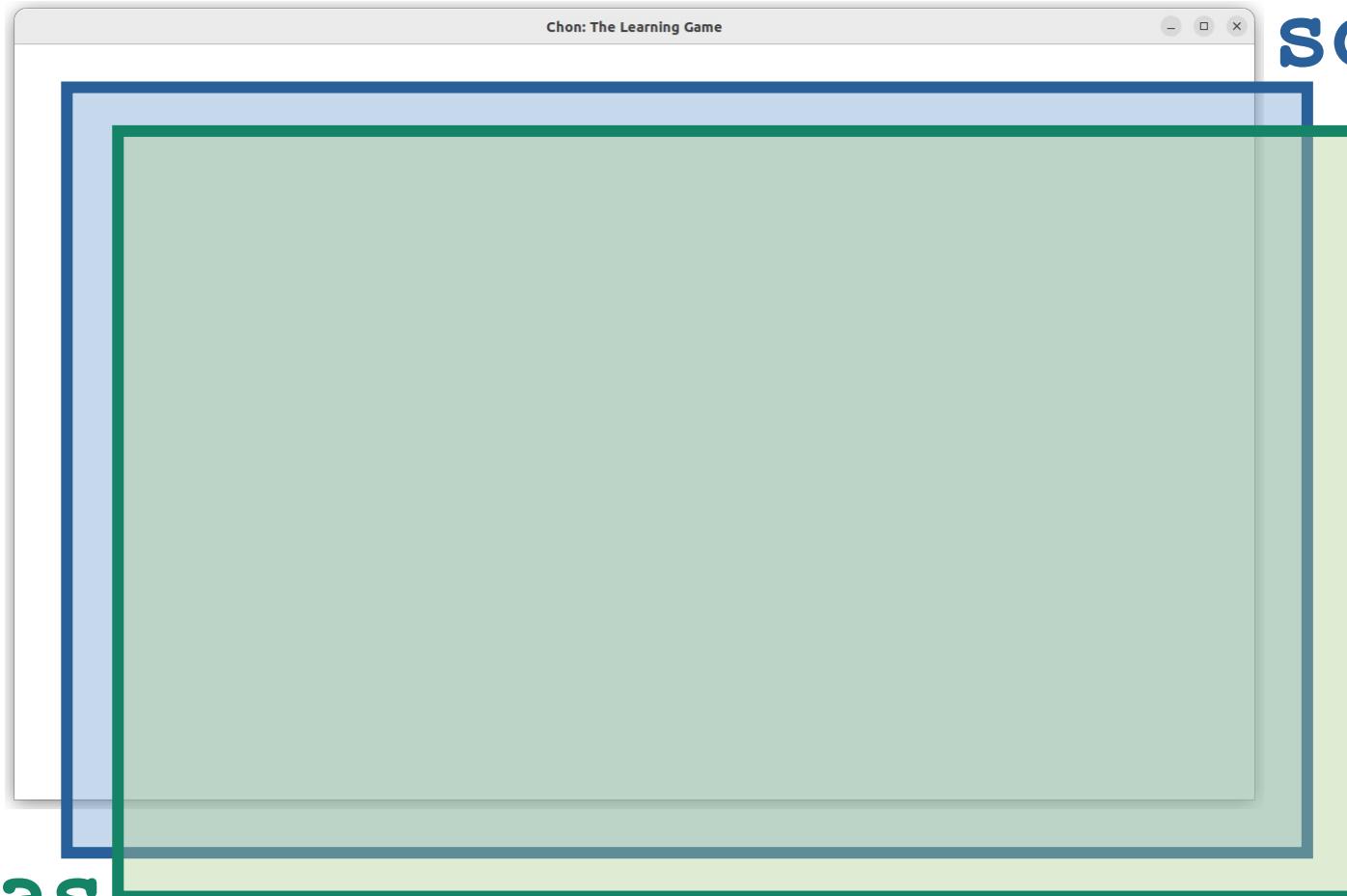
pane

The canvas is
the part of
the screen
where graphics
are displayed
and printed.

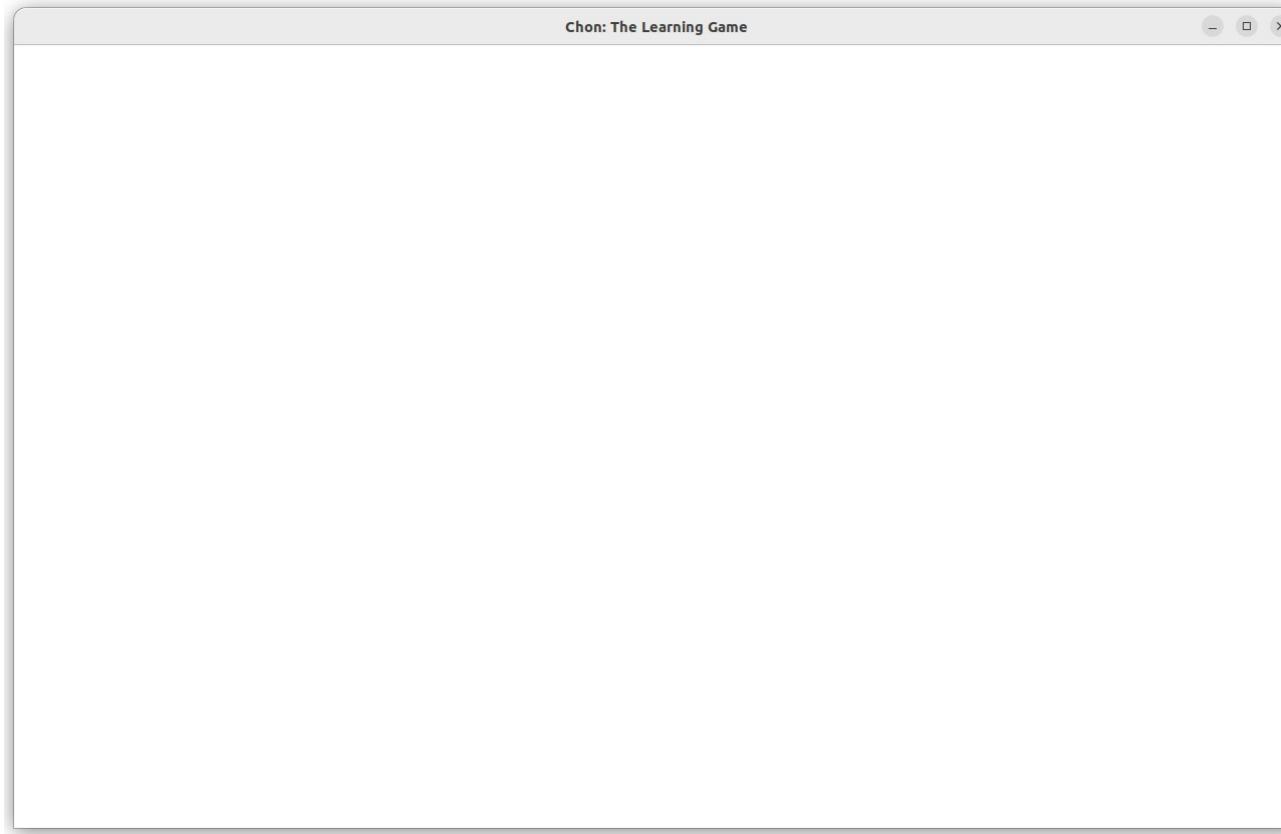


canvas

scene



Object's Dimension: Width and Height

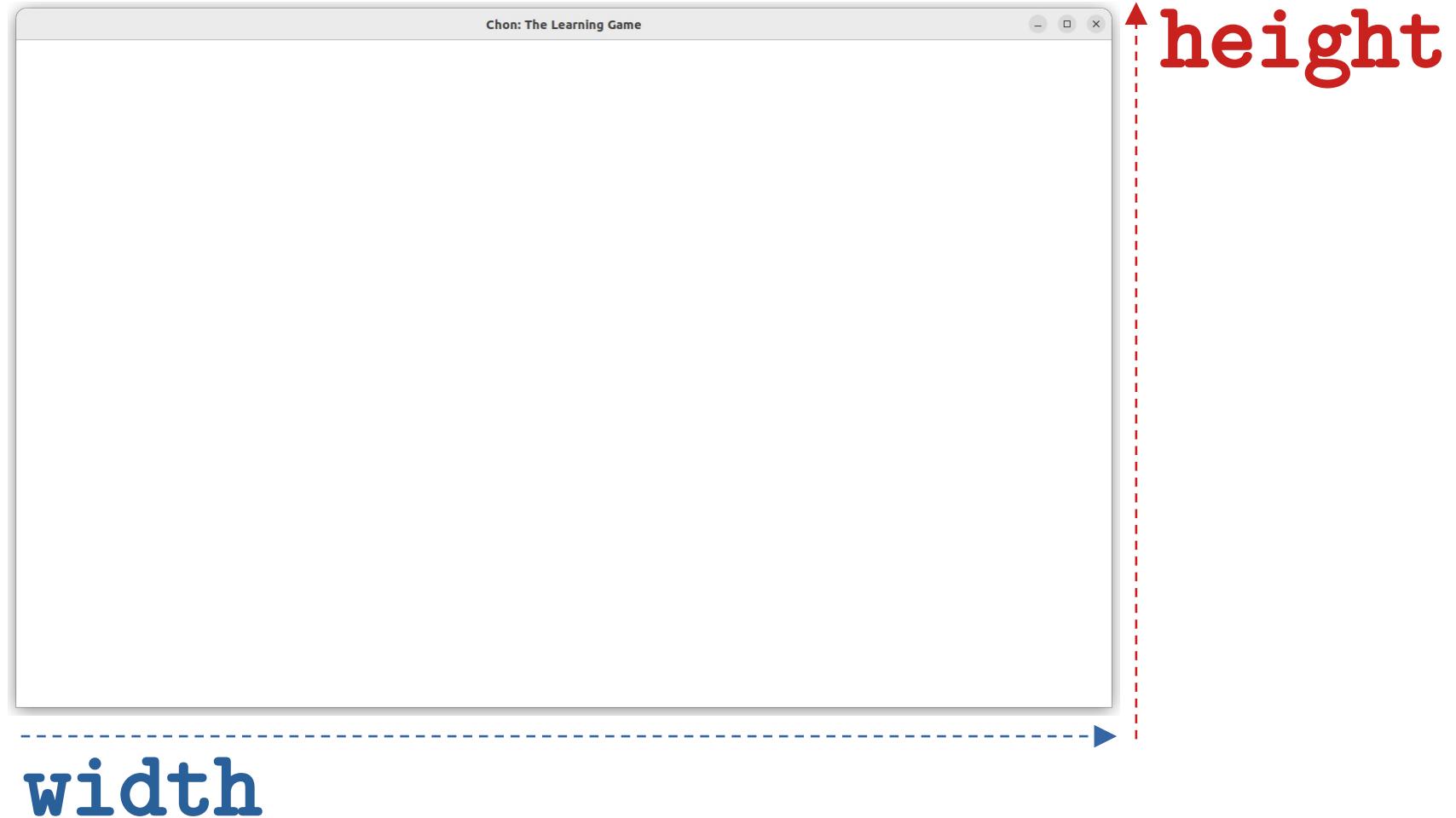


Object's Dimension: Width and Height

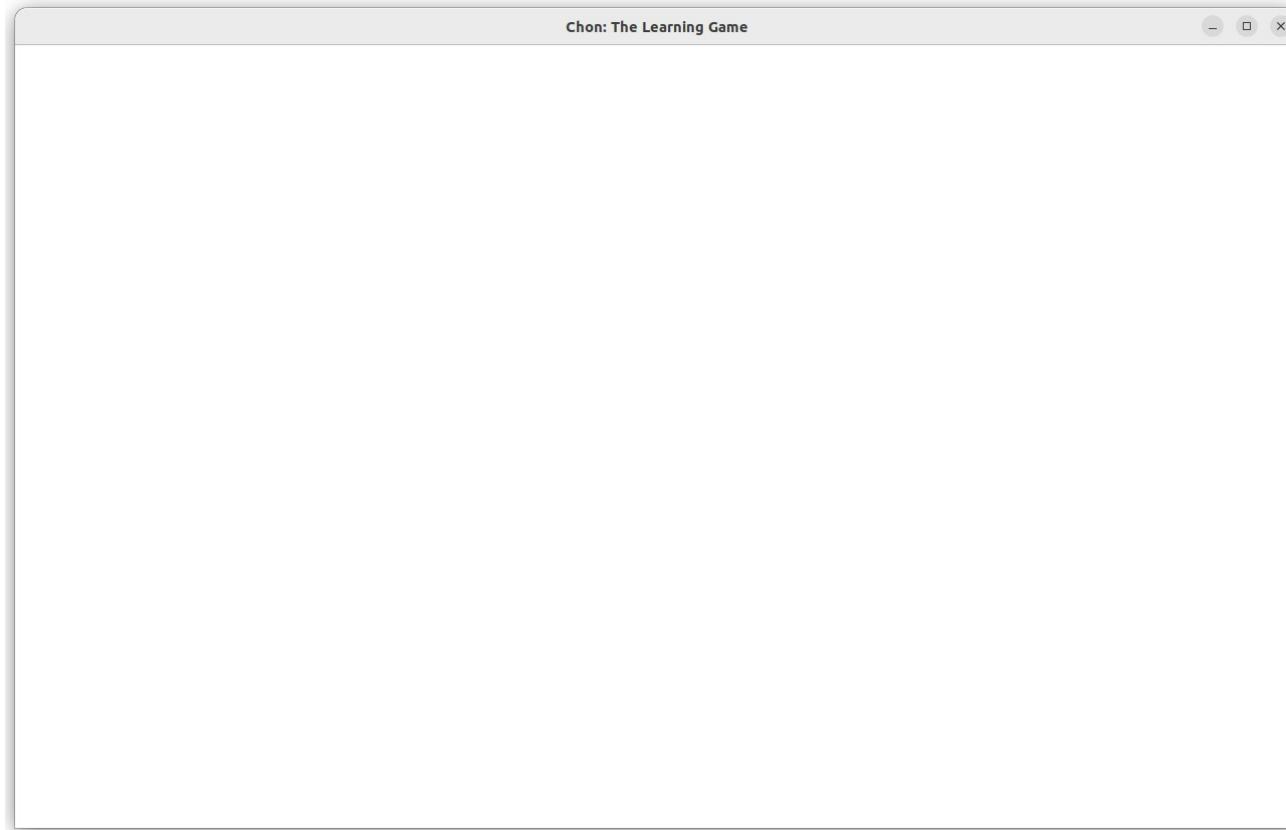


width

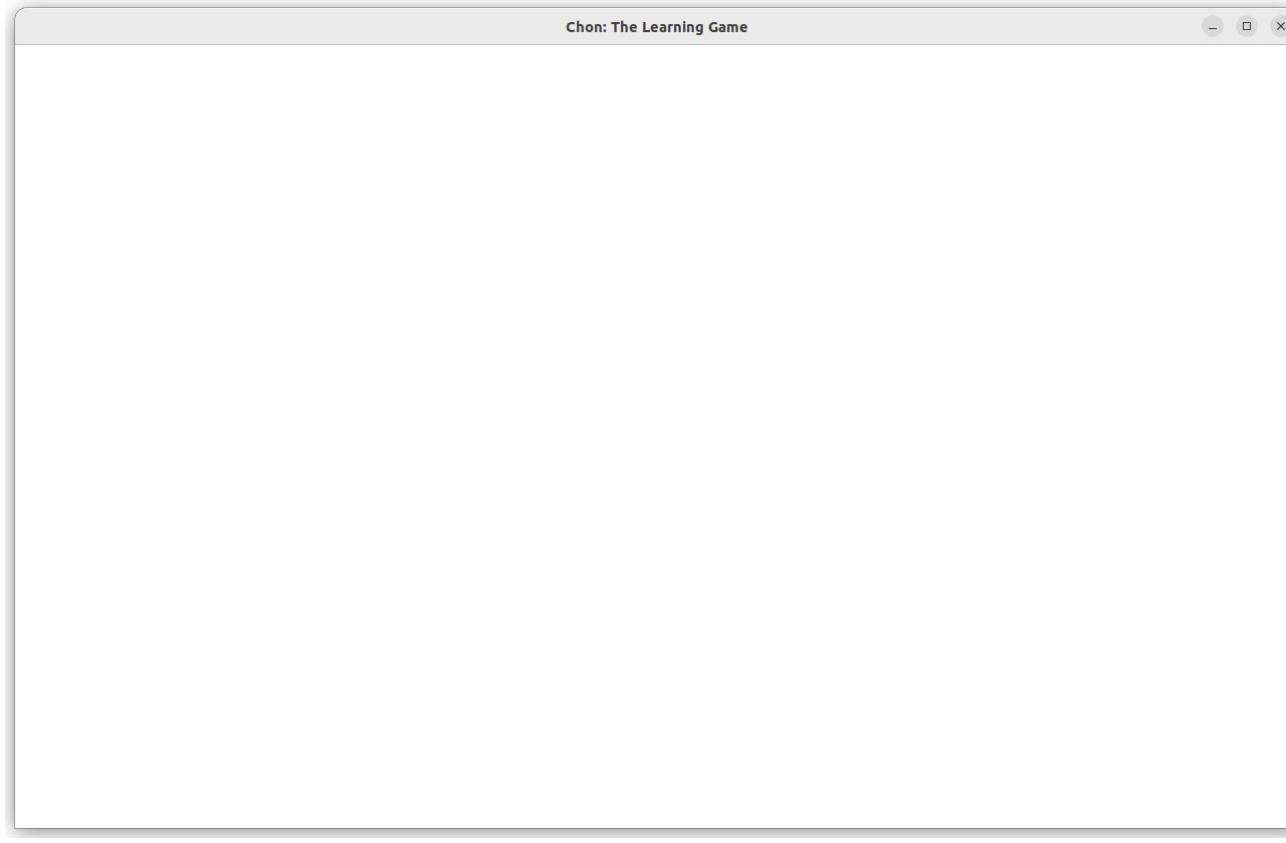
Object's Dimension: Width and Height



Object's Dimension: Width and Height

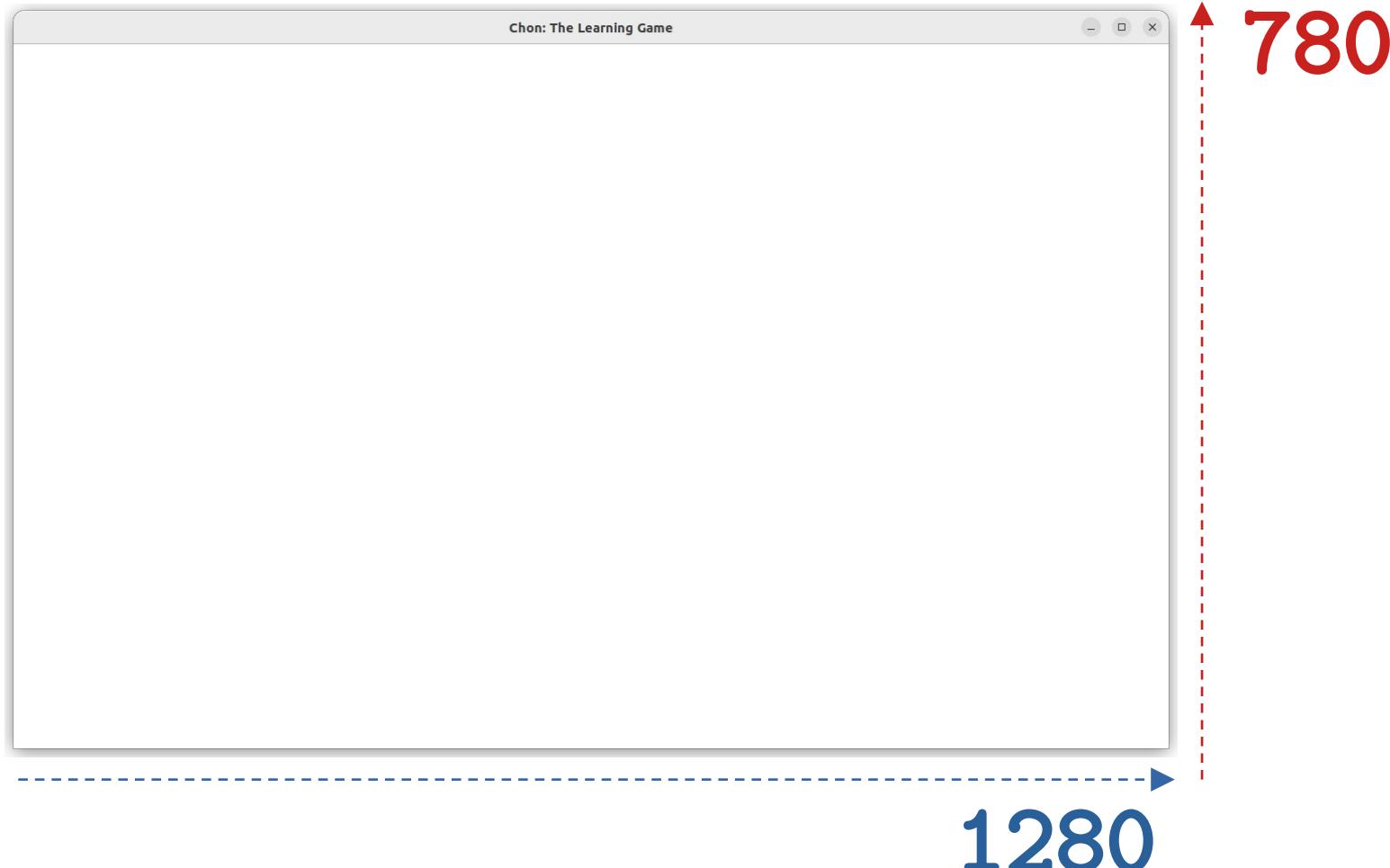


Object's Dimension: Width and Height

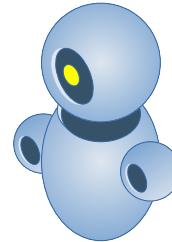
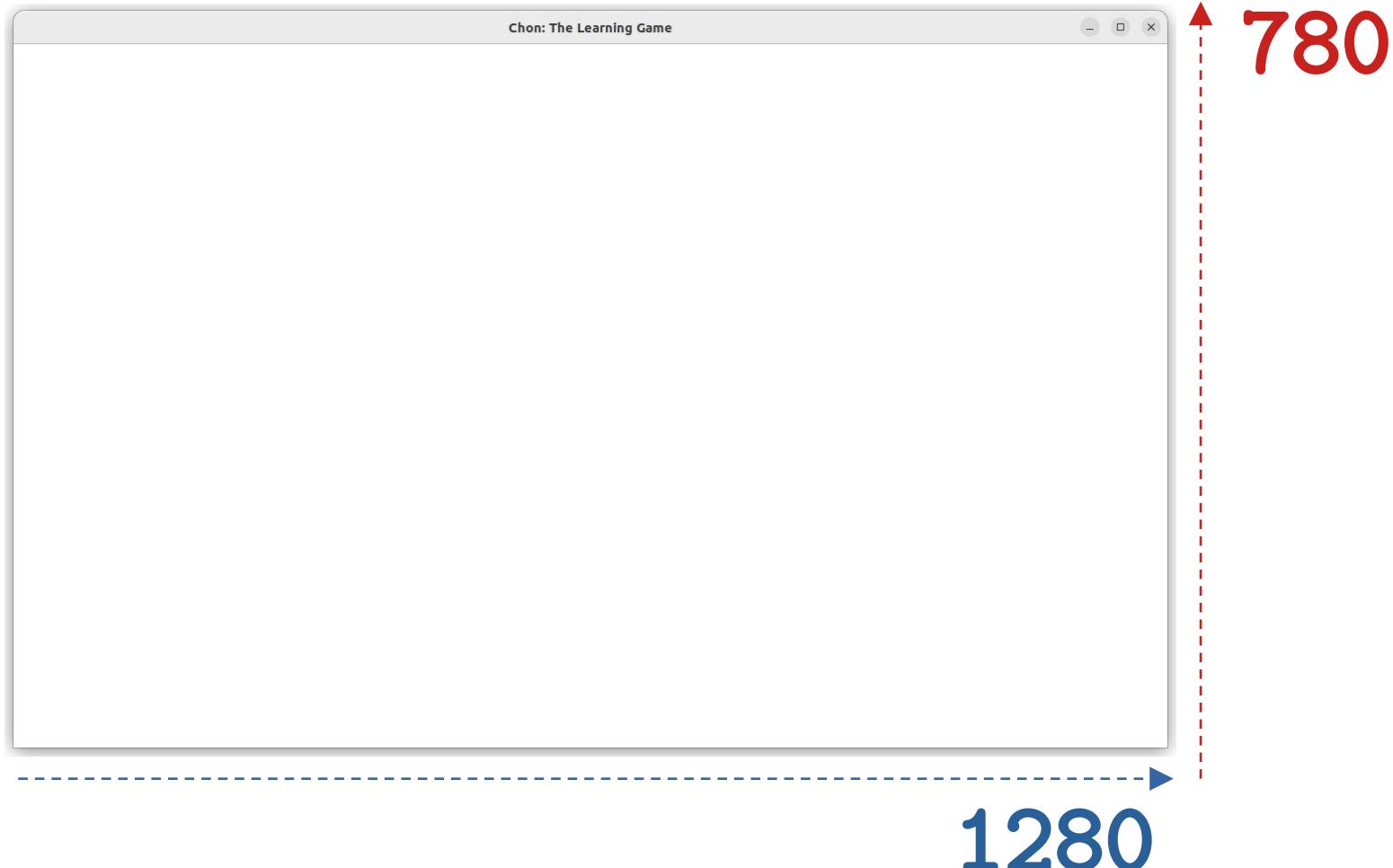


1280

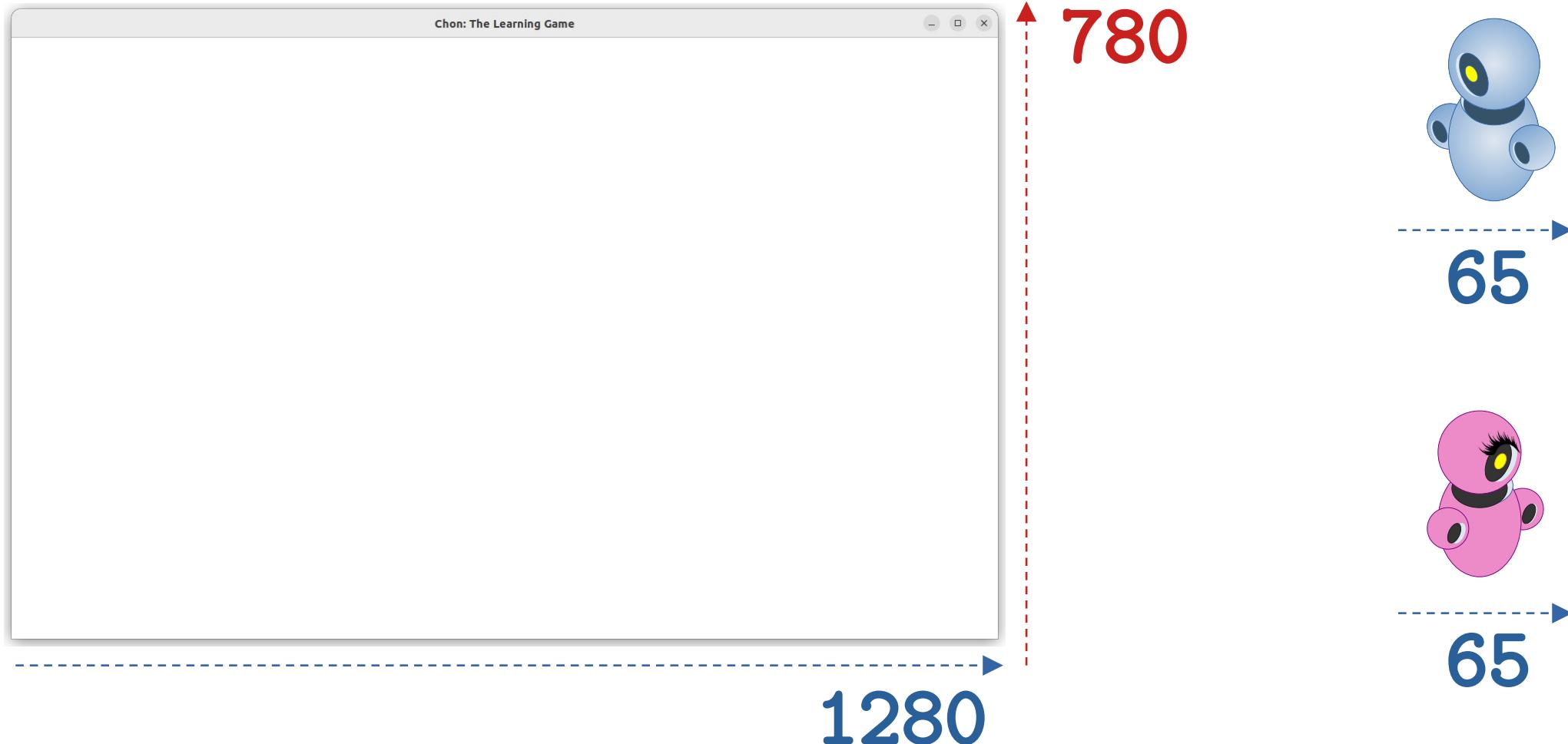
Object's Dimension: Width and Height



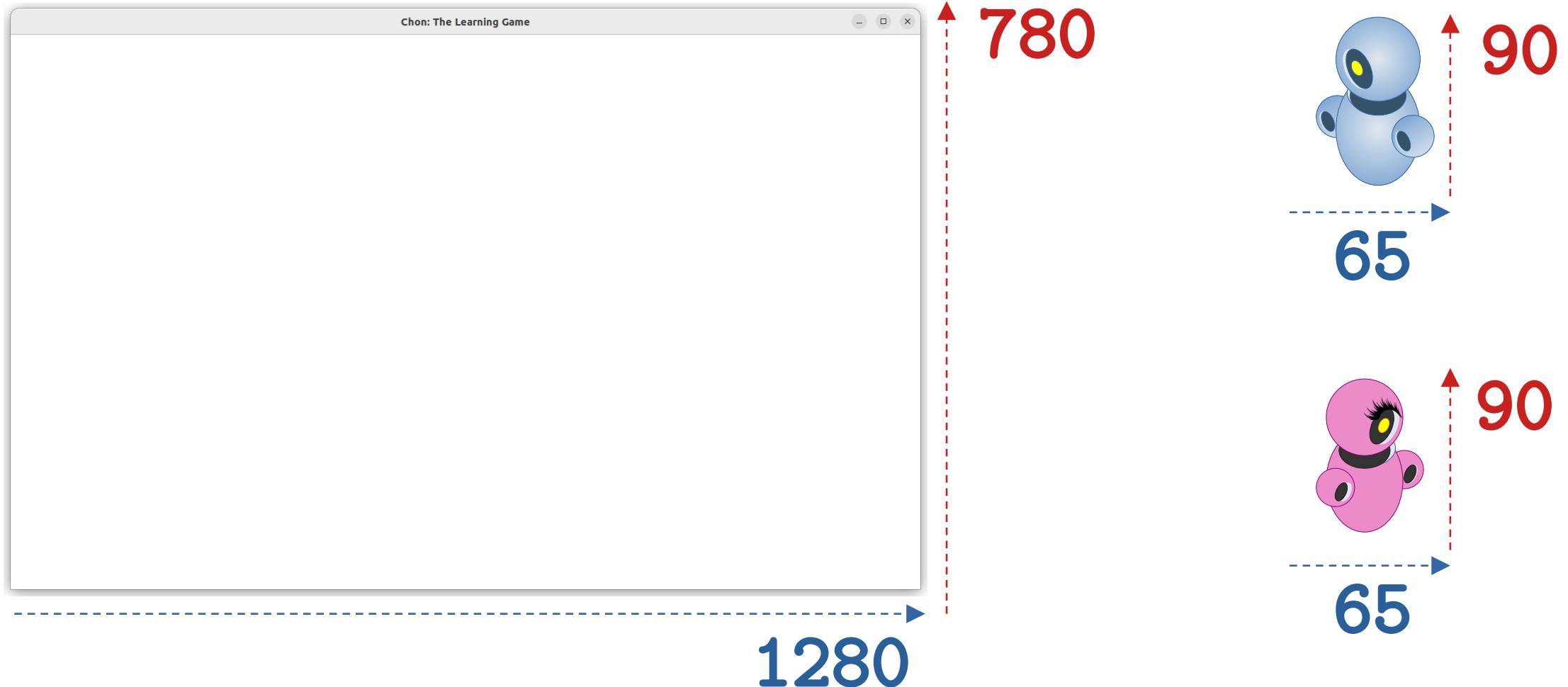
Object's Dimension: Width and Height



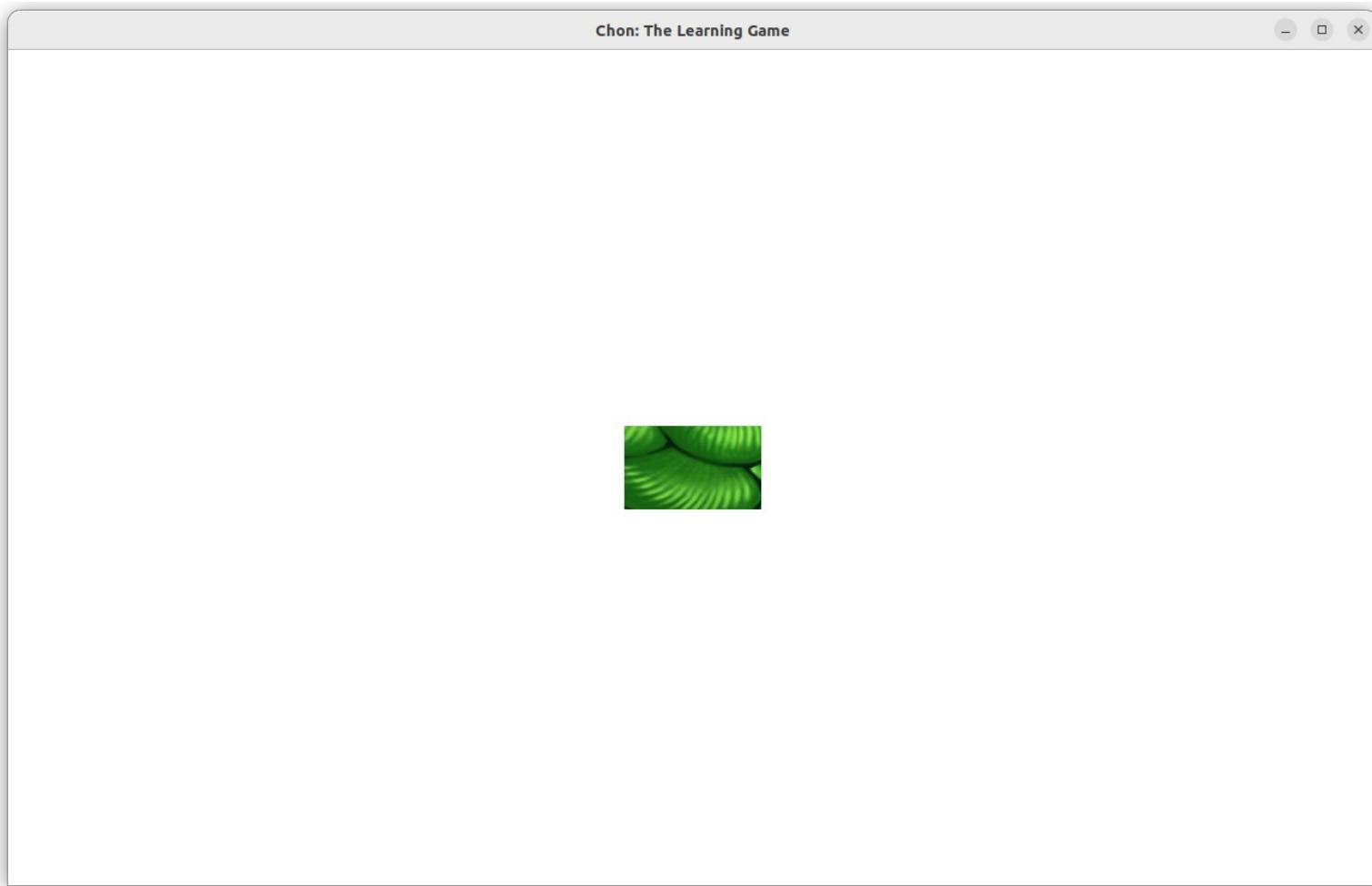
Object's Dimension: Width and Height



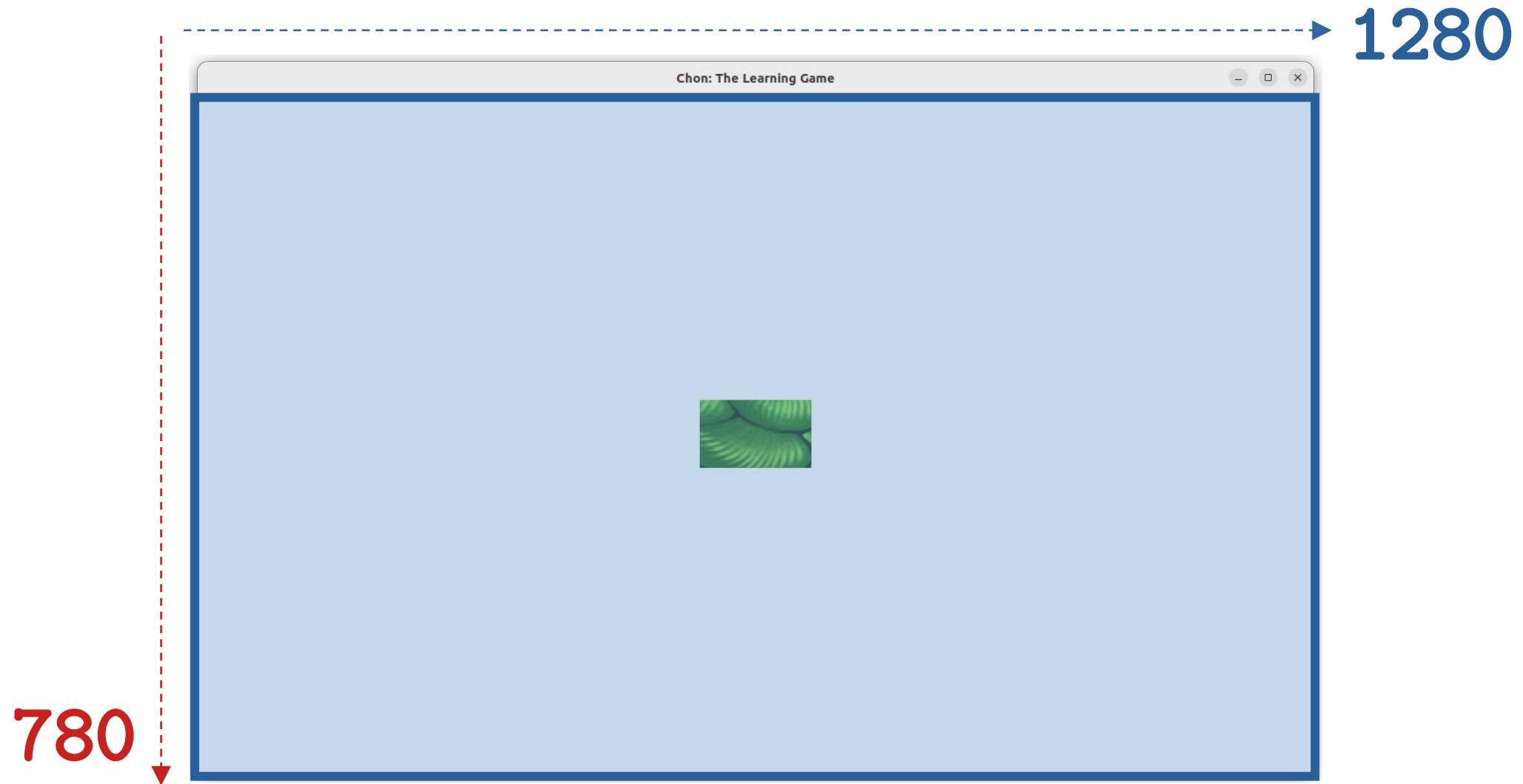
Object's Dimension: Width and Height



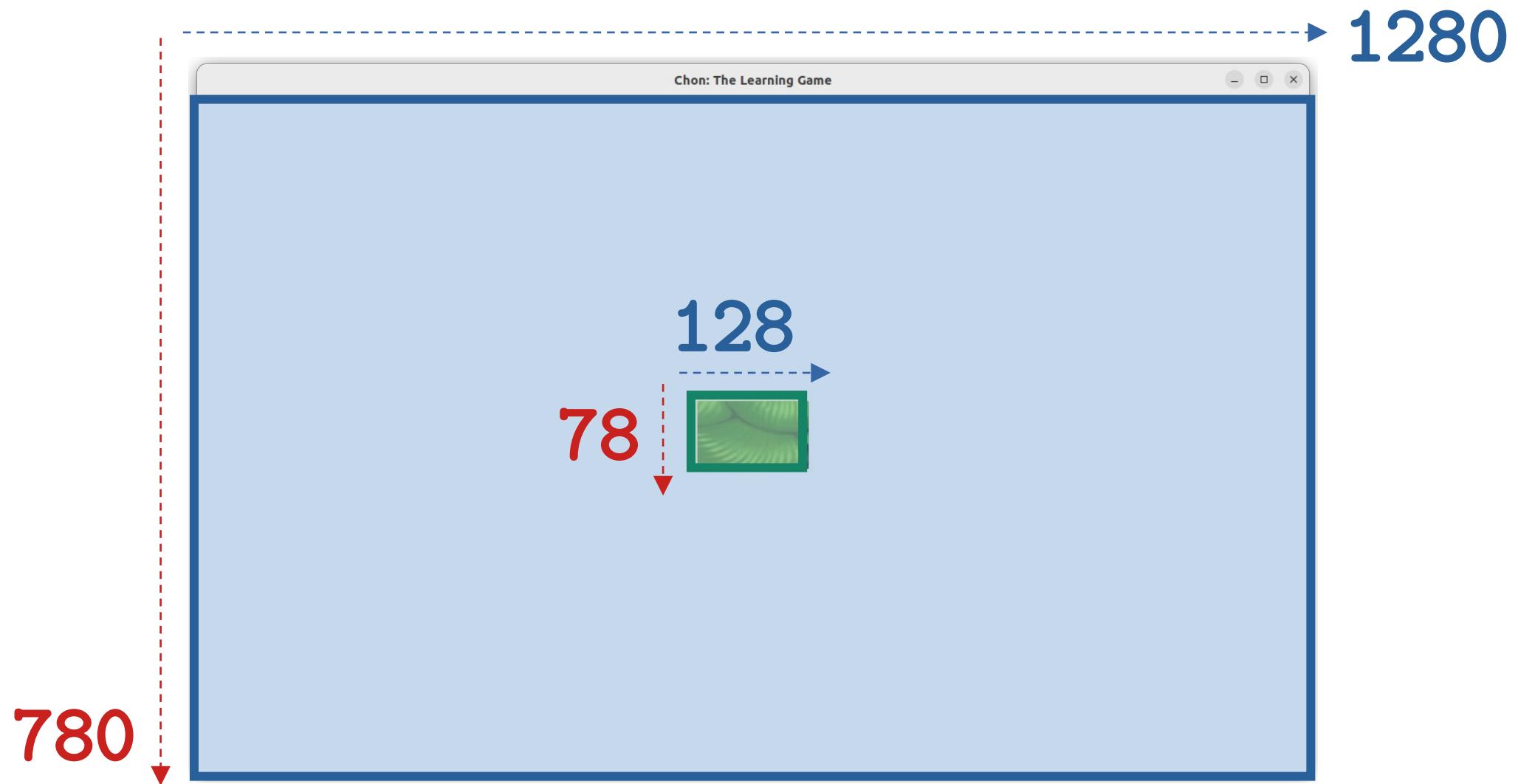
Canvas Example



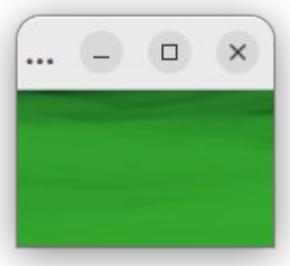
Canvas Example



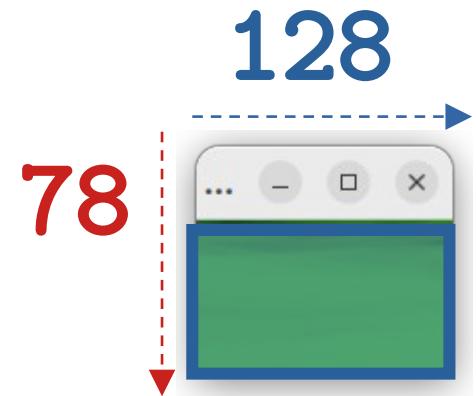
Canvas Example



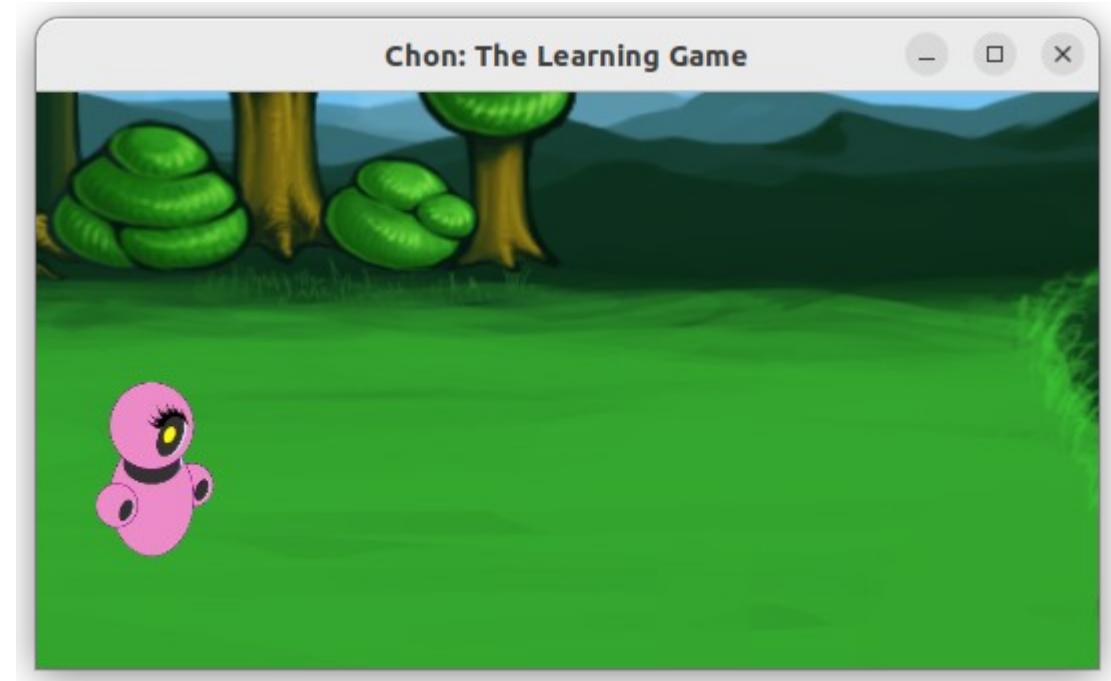
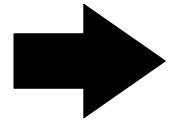
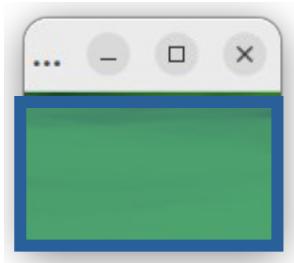
Scene Example



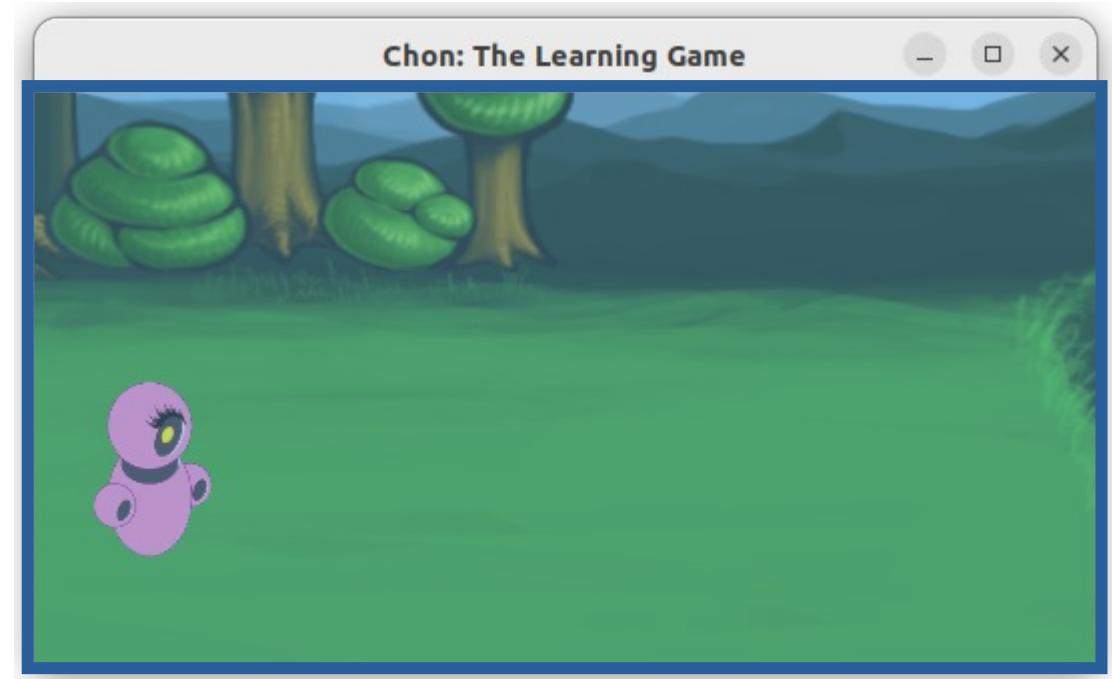
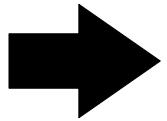
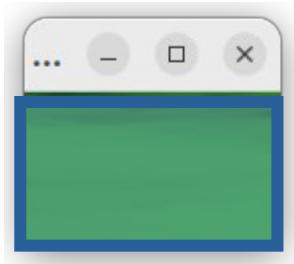
Scene Example



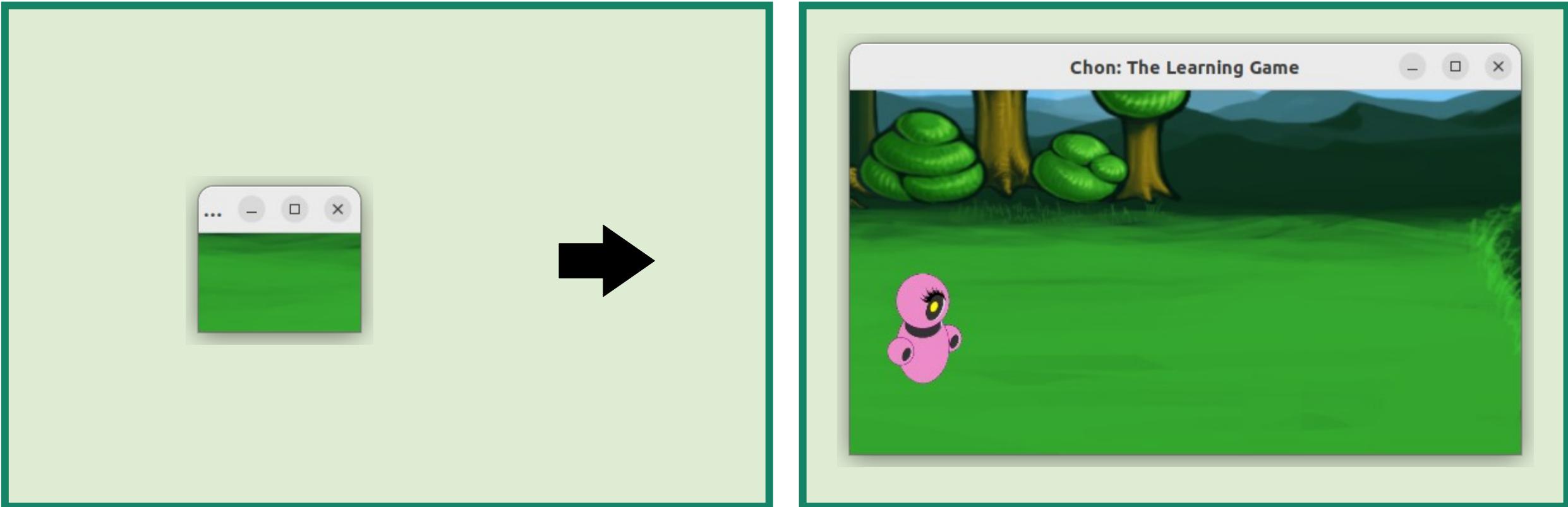
Scene Example



Scene Example



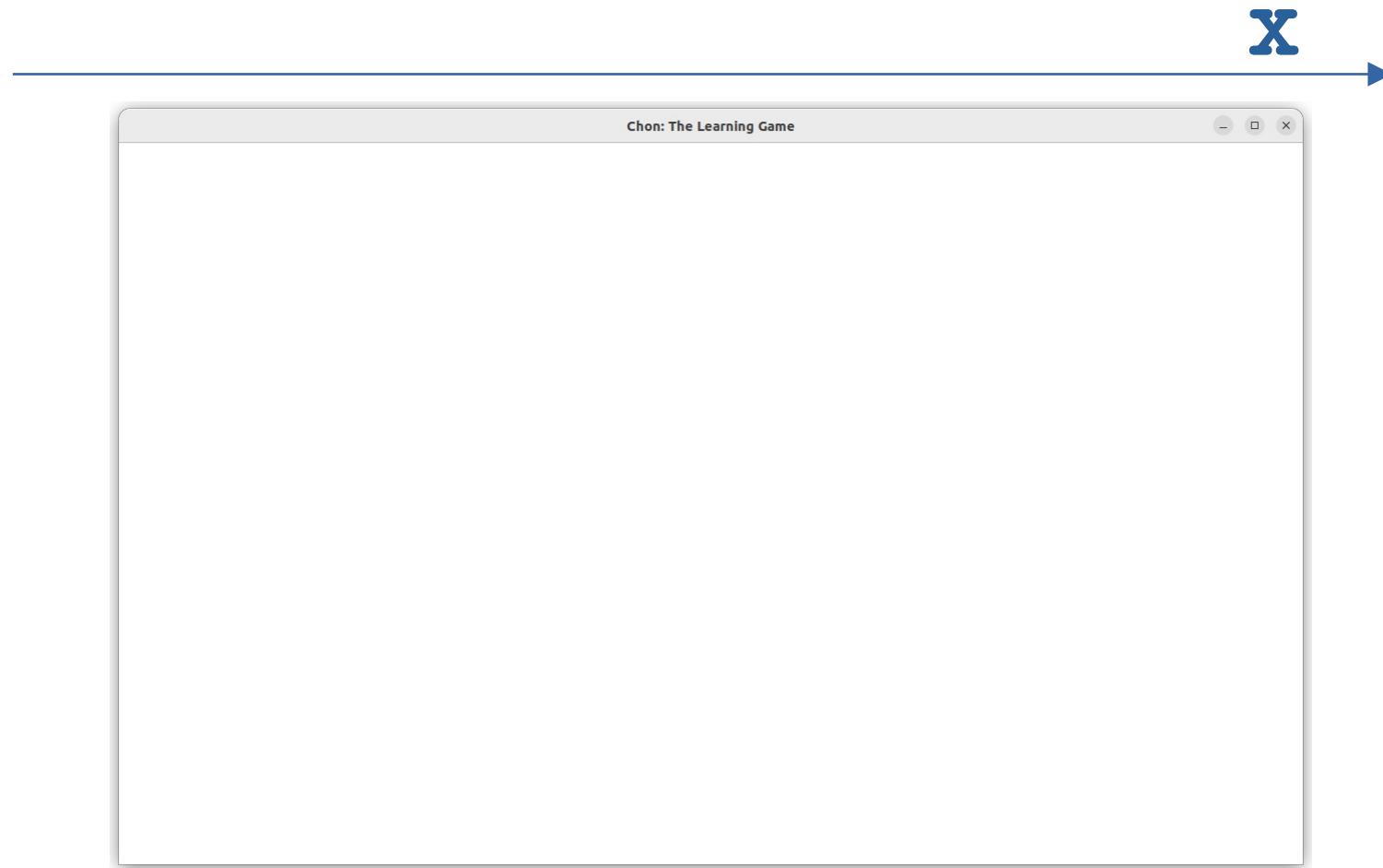
Scene Example



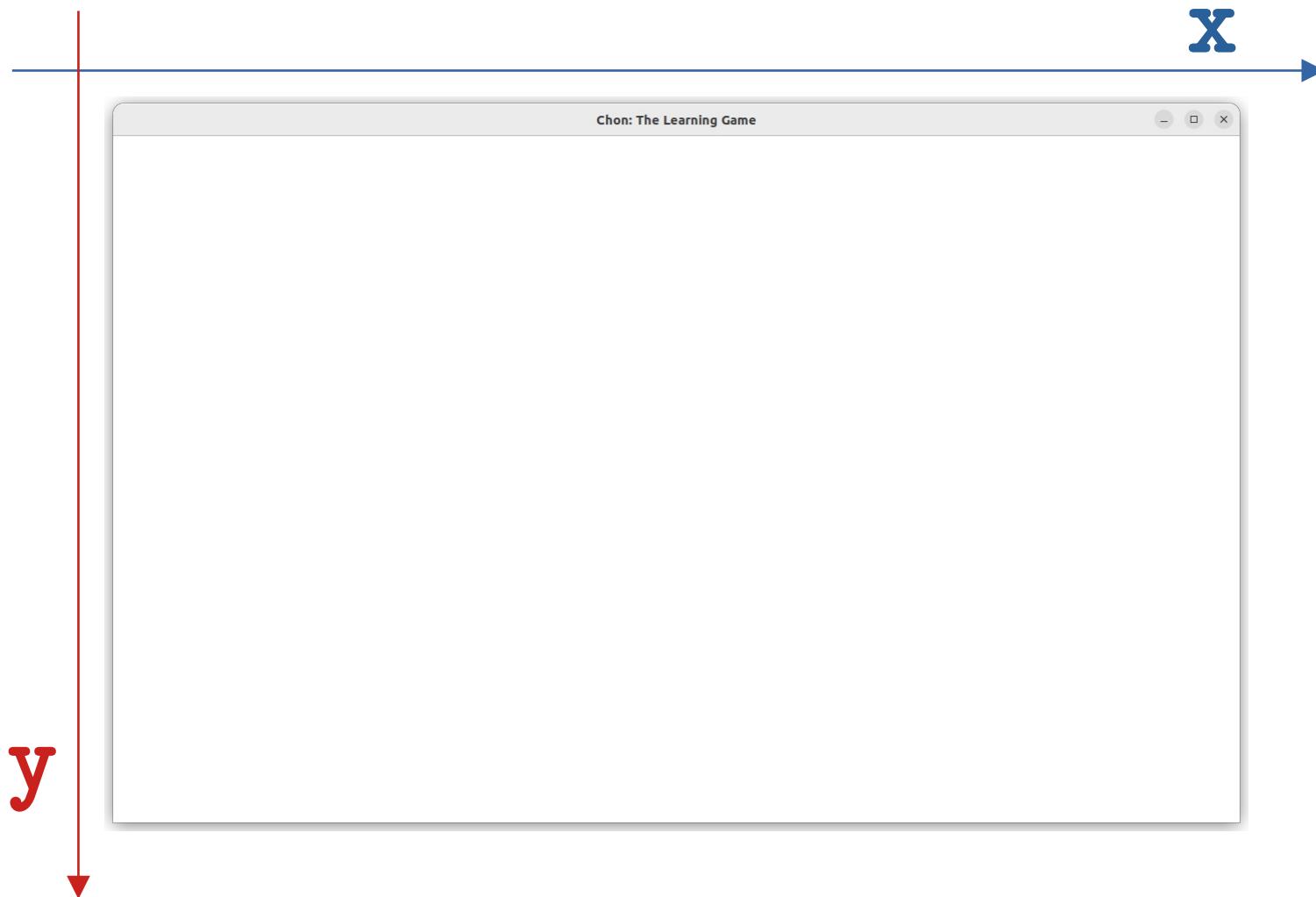
Positioning System



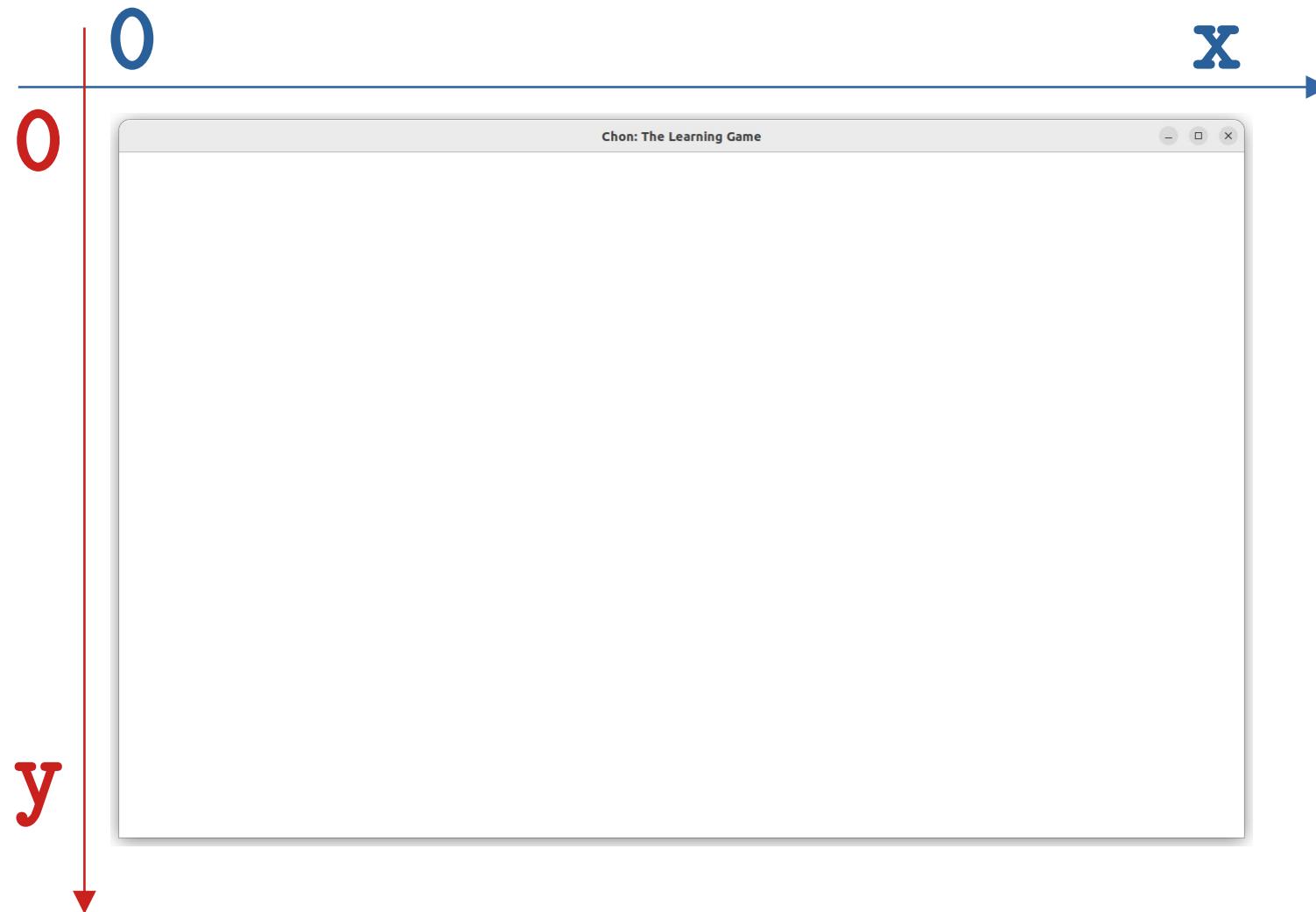
Positioning System



Positioning System



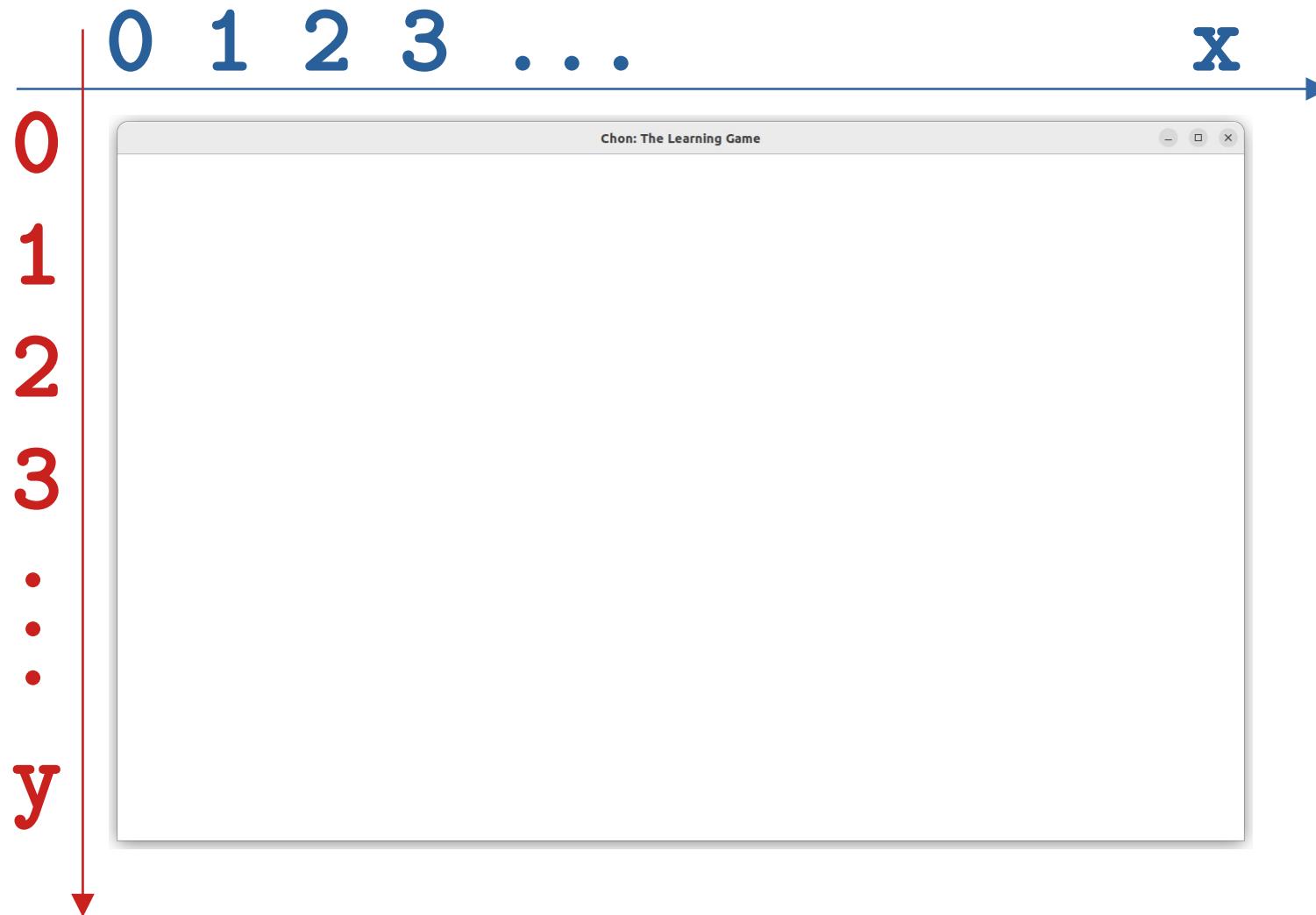
Positioning System



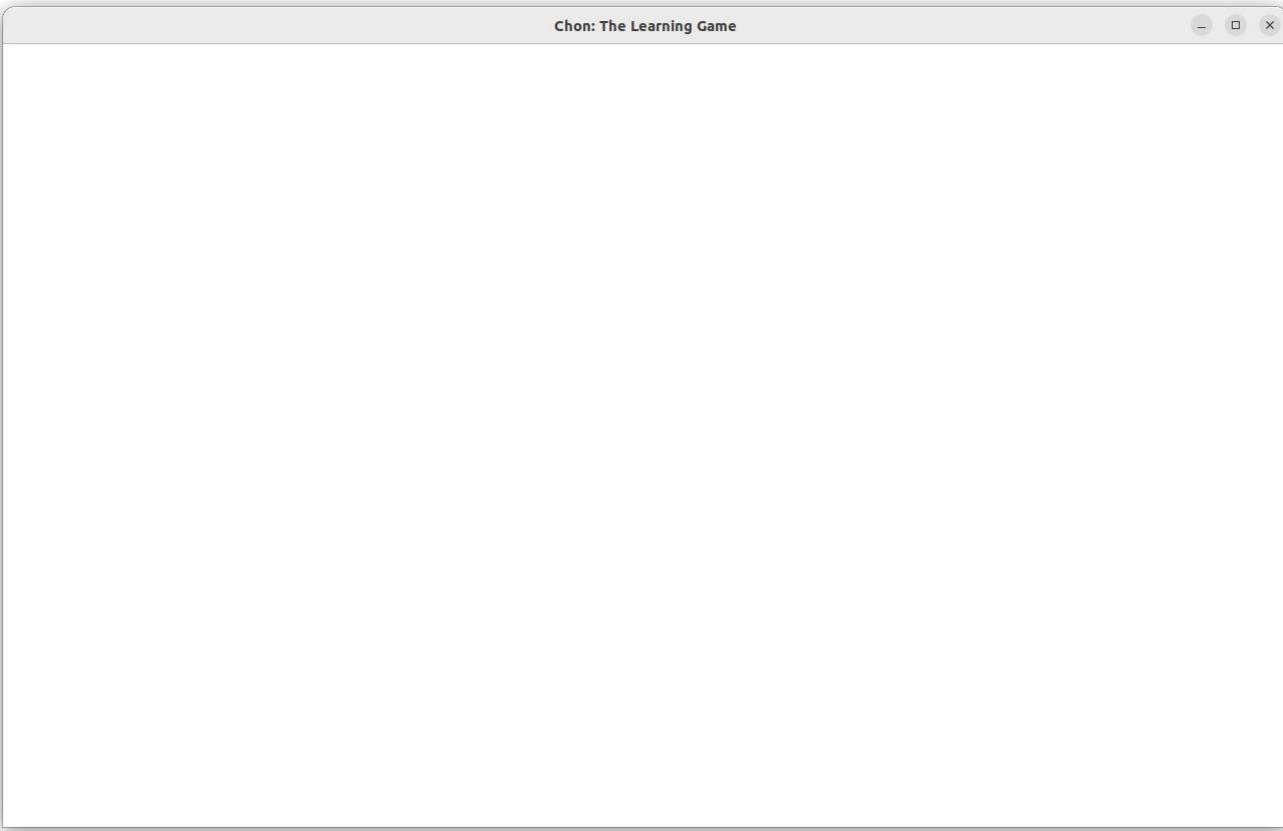
Positioning System



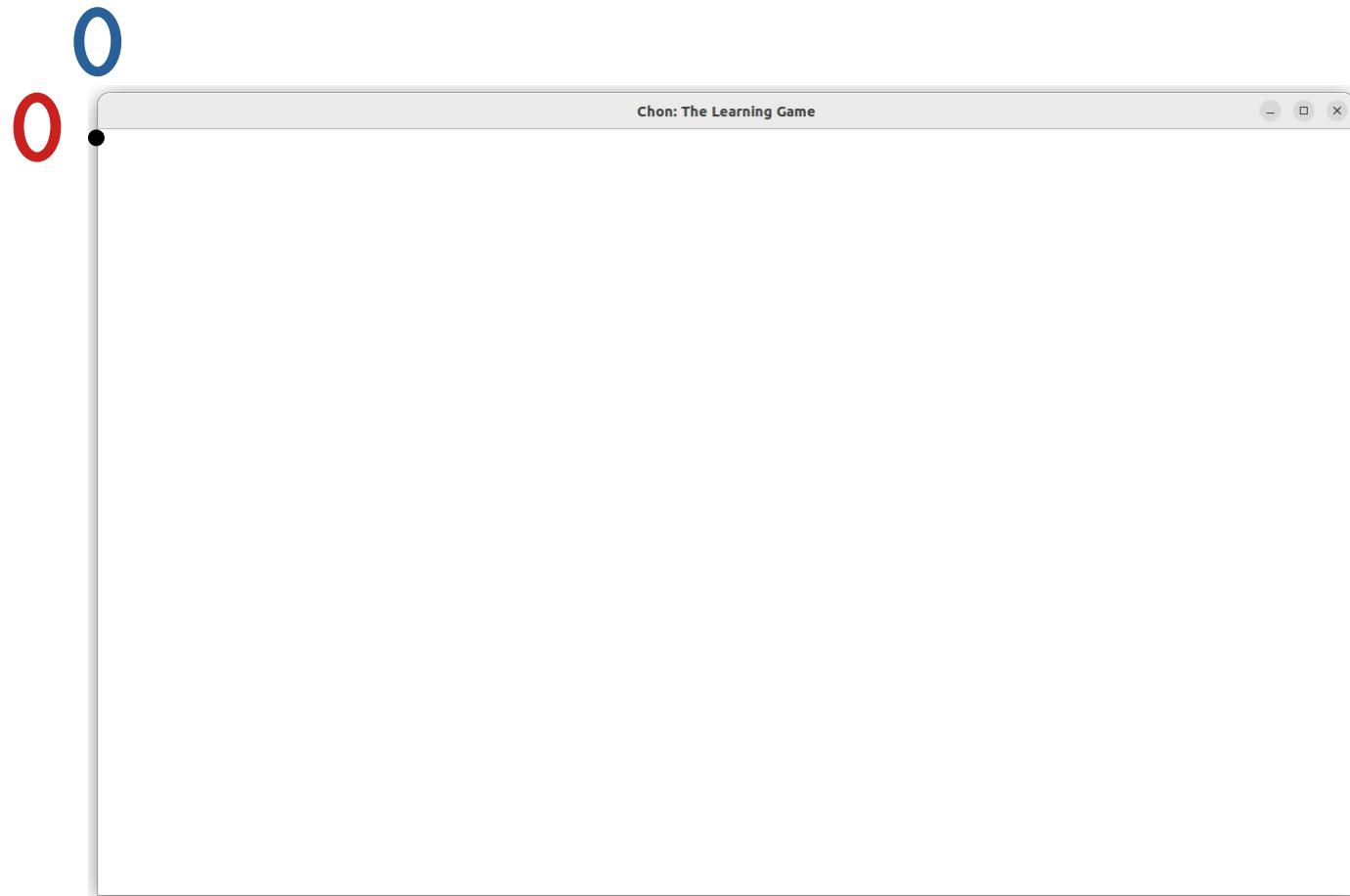
Positioning System



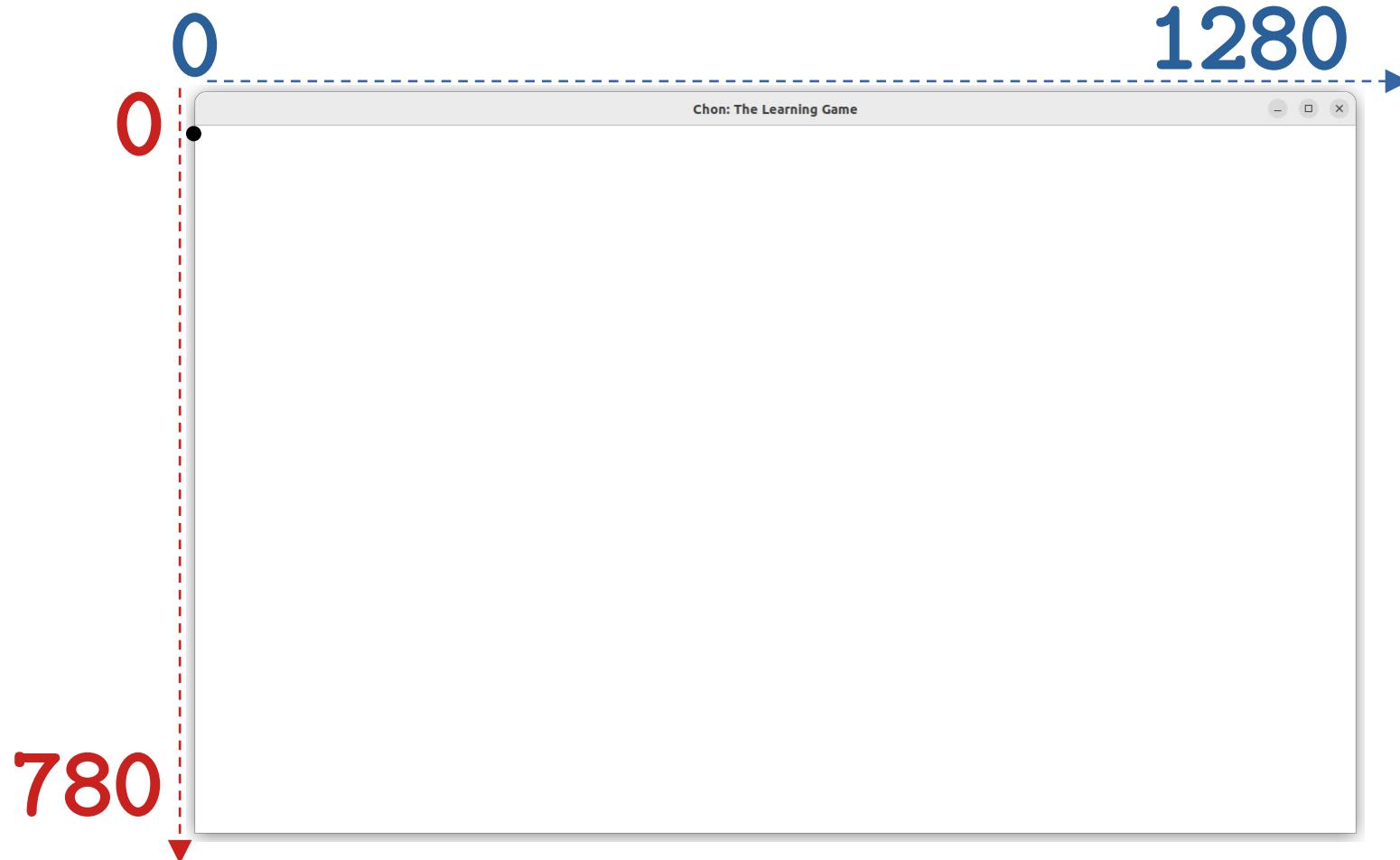
Drawing the Background



Drawing the Background



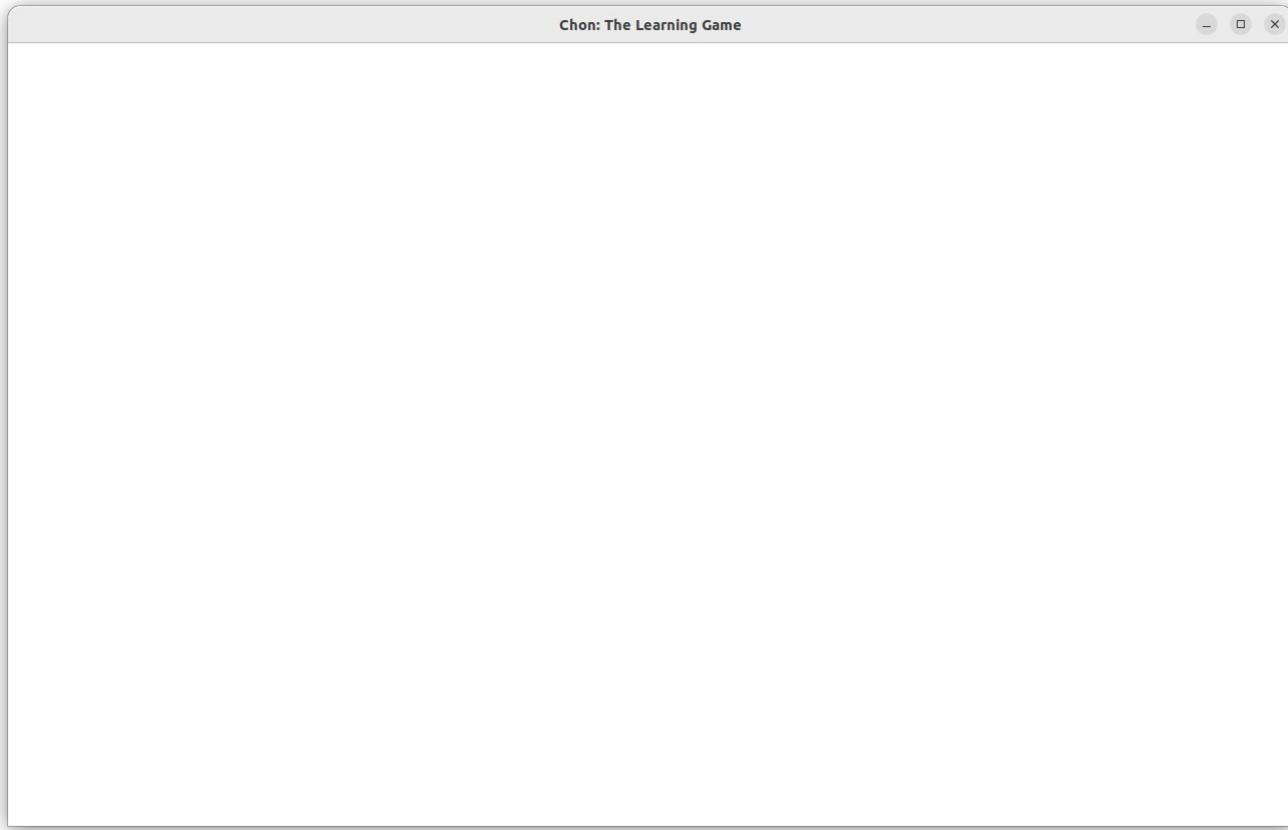
Drawing the Background



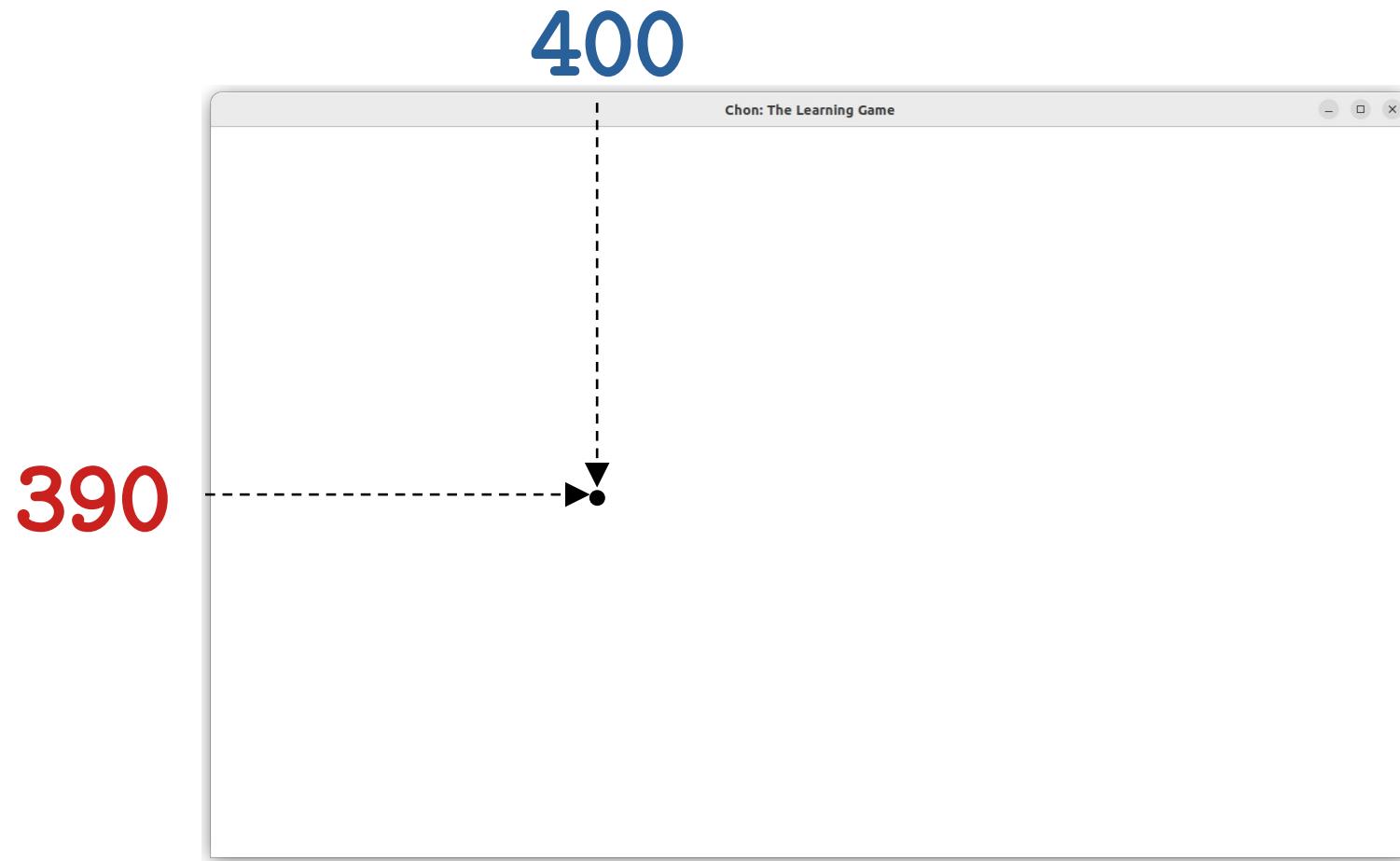
Drawing the Background



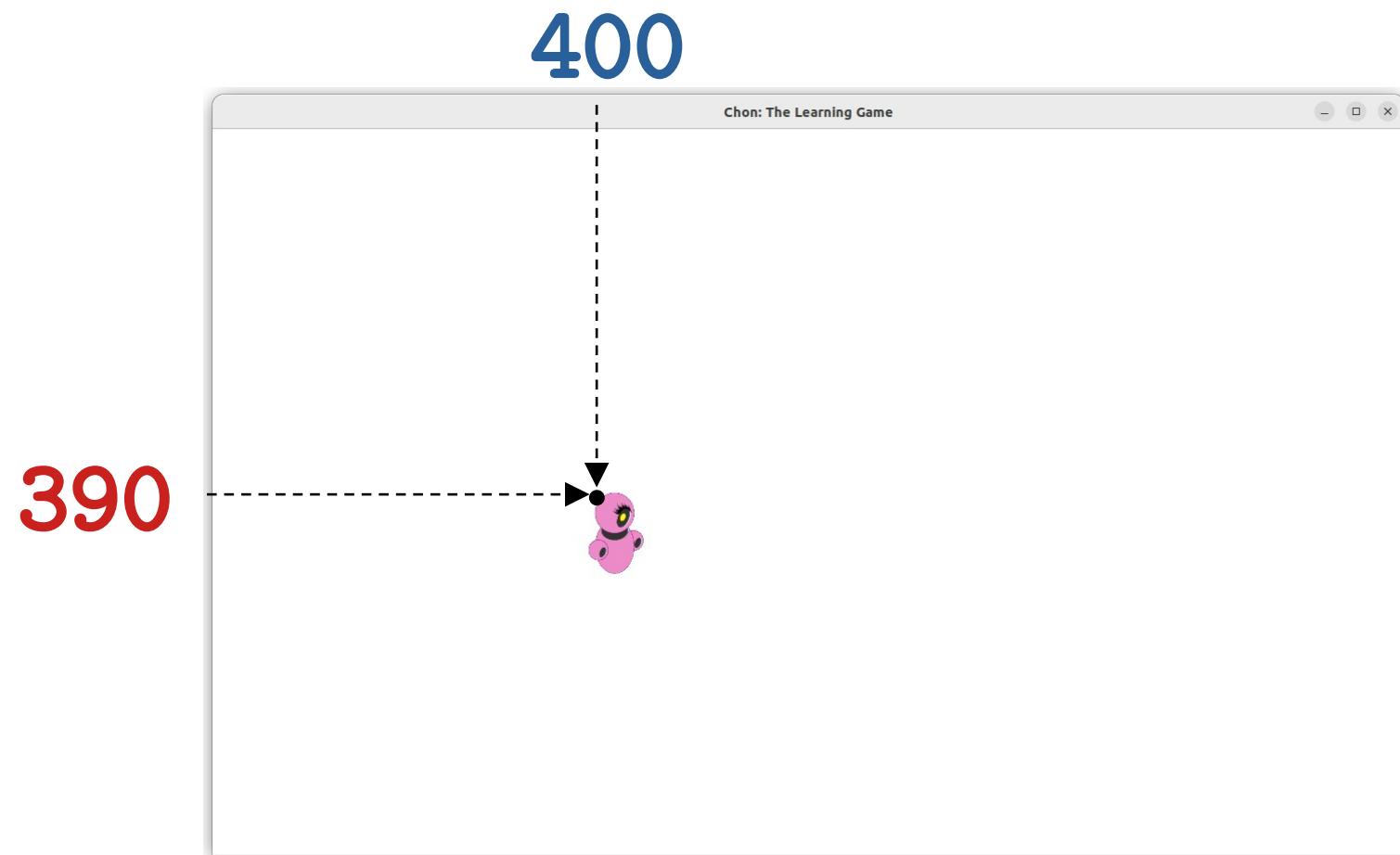
Drawing the Characters



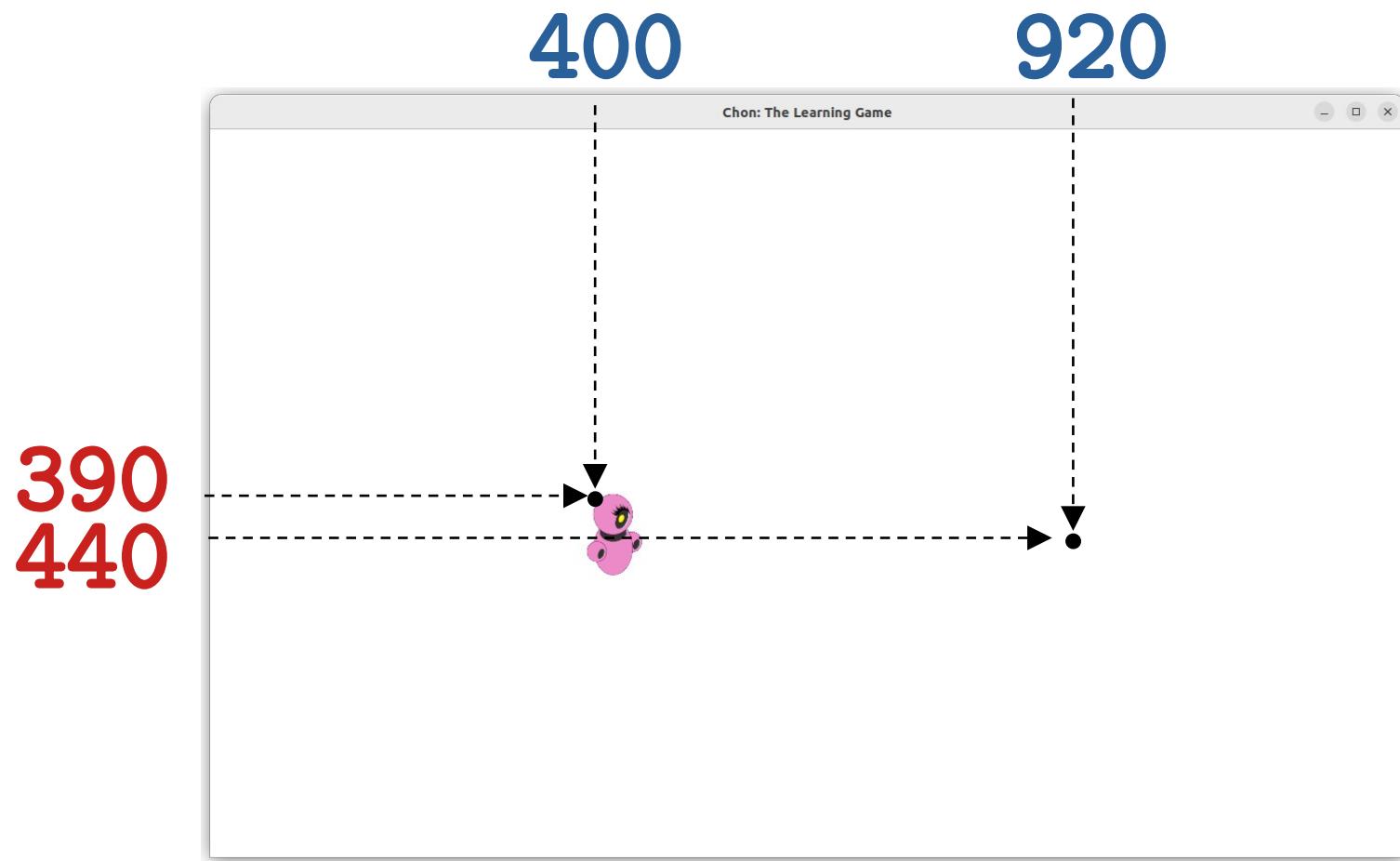
Drawing the Characters



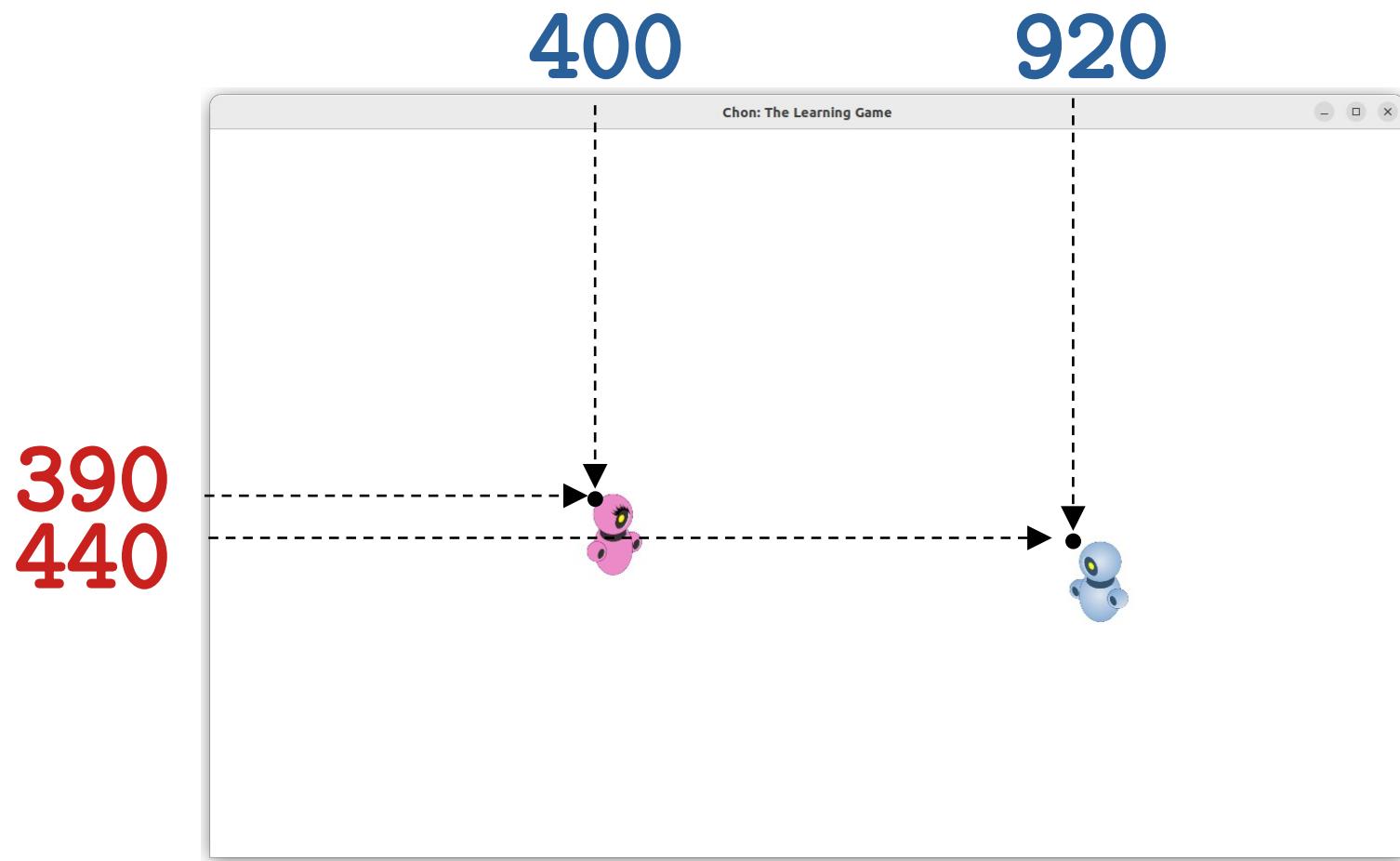
Drawing the Characters



Drawing the Characters



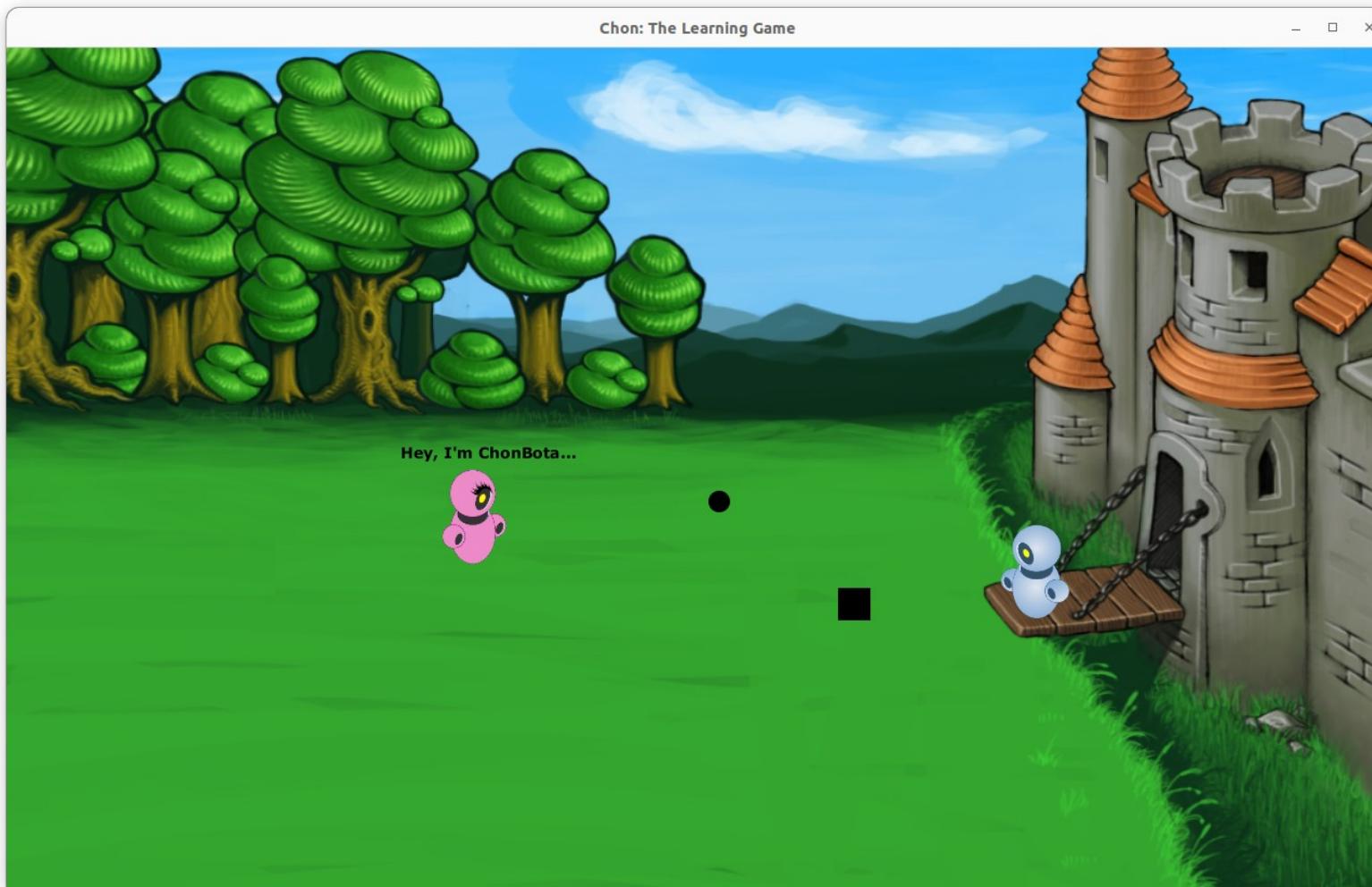
Drawing the Characters



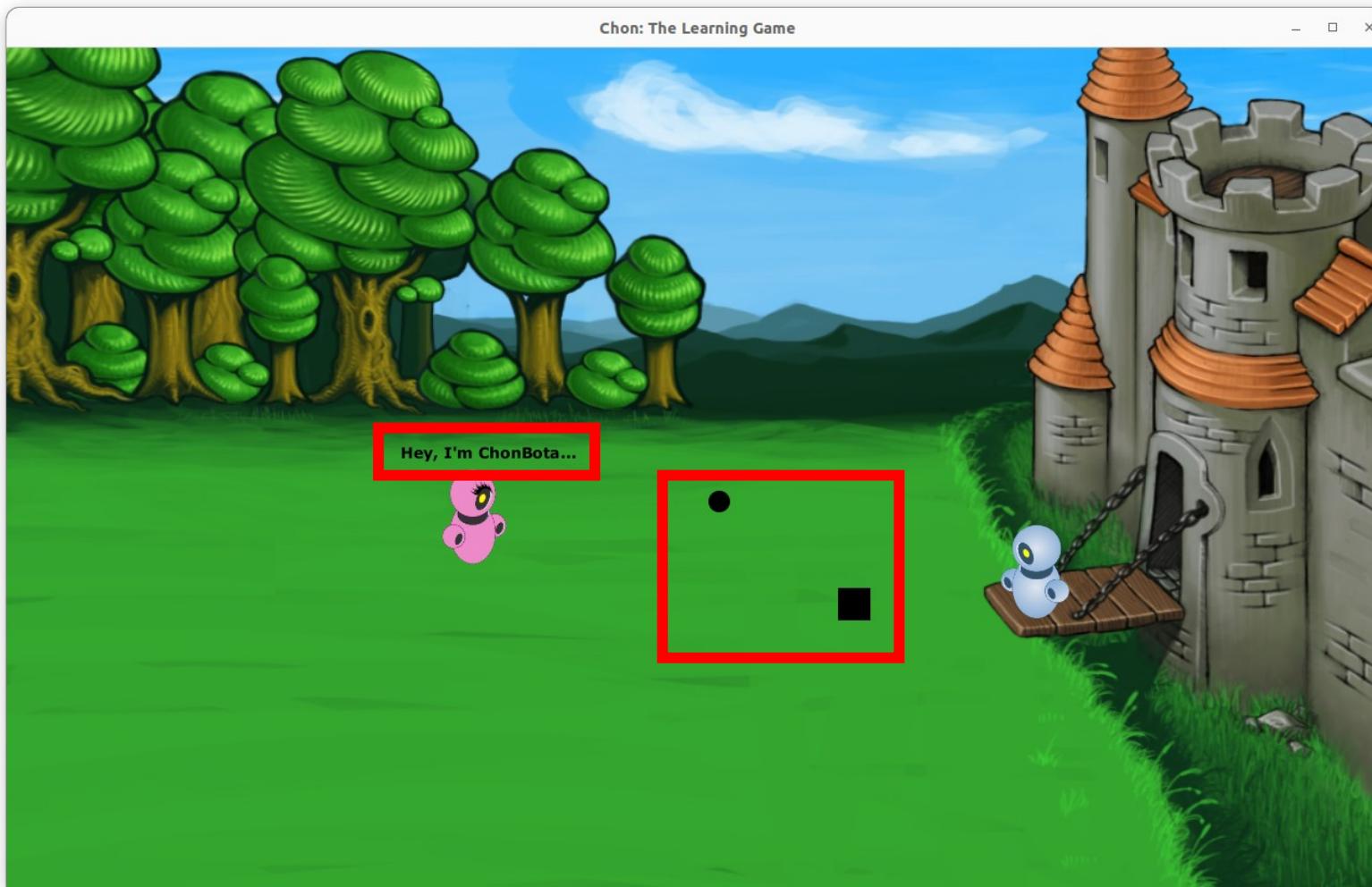
Drawing the Characters



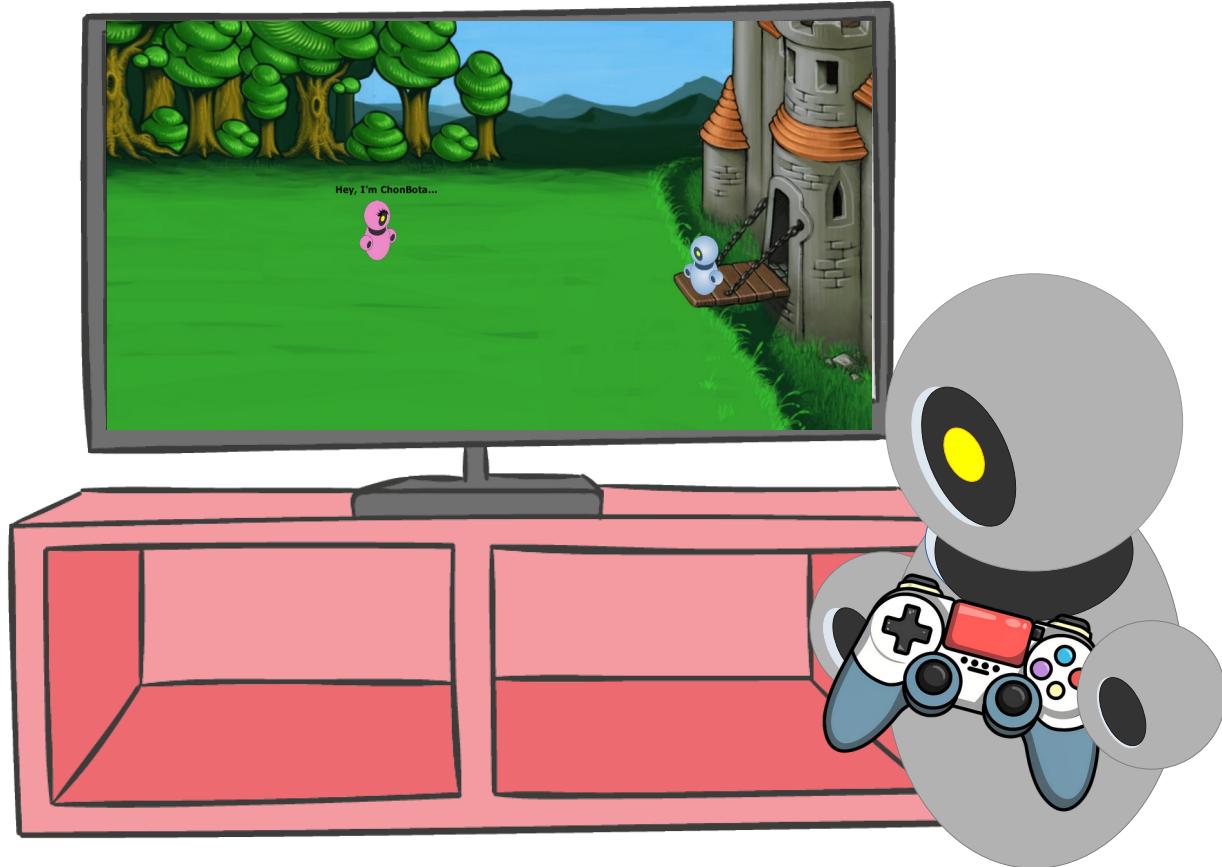
Drawing Other Objects



Drawing Other Objects



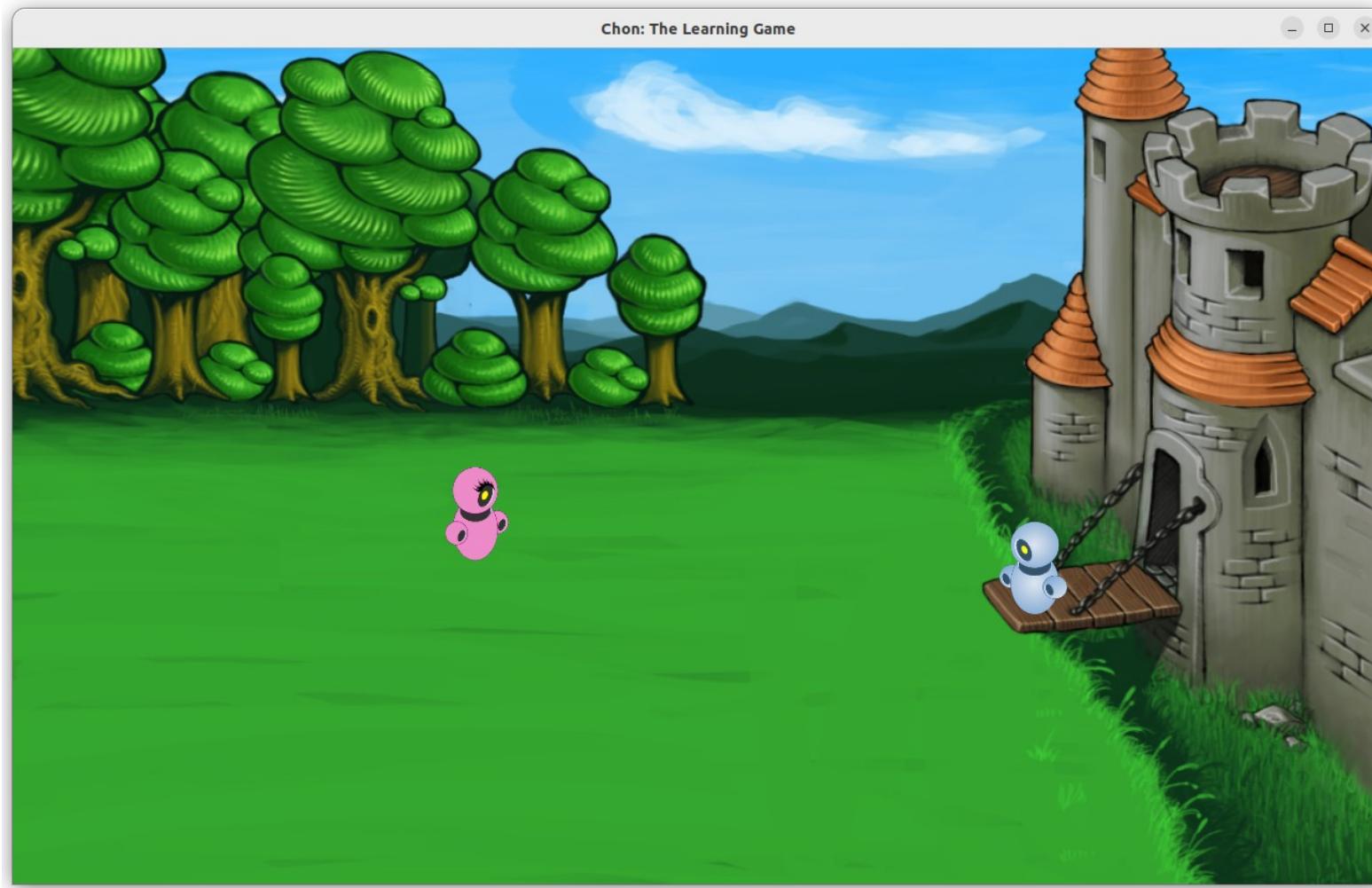
MOVING OBJECTS IN THE CANVAS



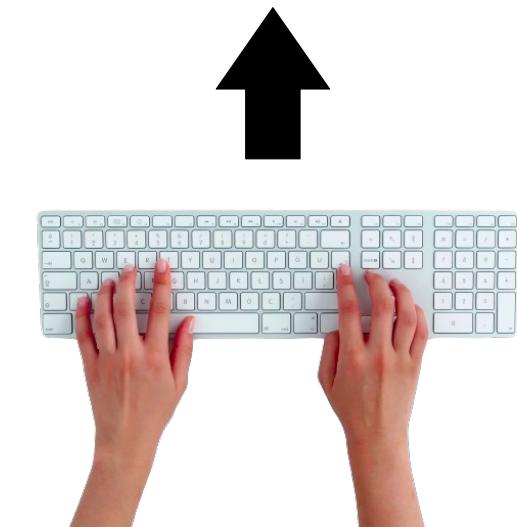
Scene's Events

In JavaFX, **Events** represent interactions or changes that happen while running a JavaFX application, such as **user inputs** (mouse clicks, key presses), **window actions** (resizing, closing), or **internal changes** (animation updates).

Events



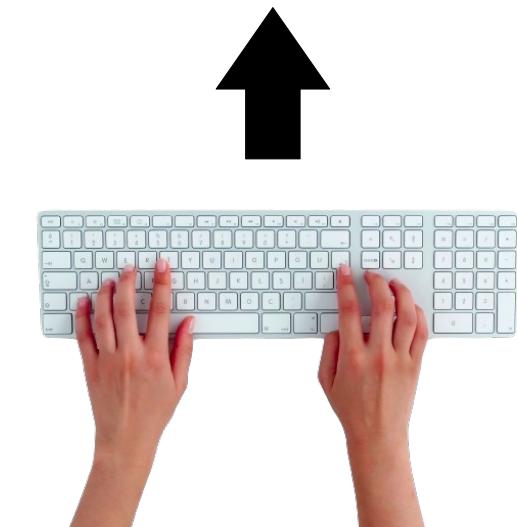
Events



Events



- Pressed: UP
Released: UP
 - Pressed: DOWN
Released: DOWN
 - Pressed: RIGHT
Released: RIGHT
 - Pressed: SPACE
Released: SPACE
 - Pressed: UP
Released: UP
-



Animation

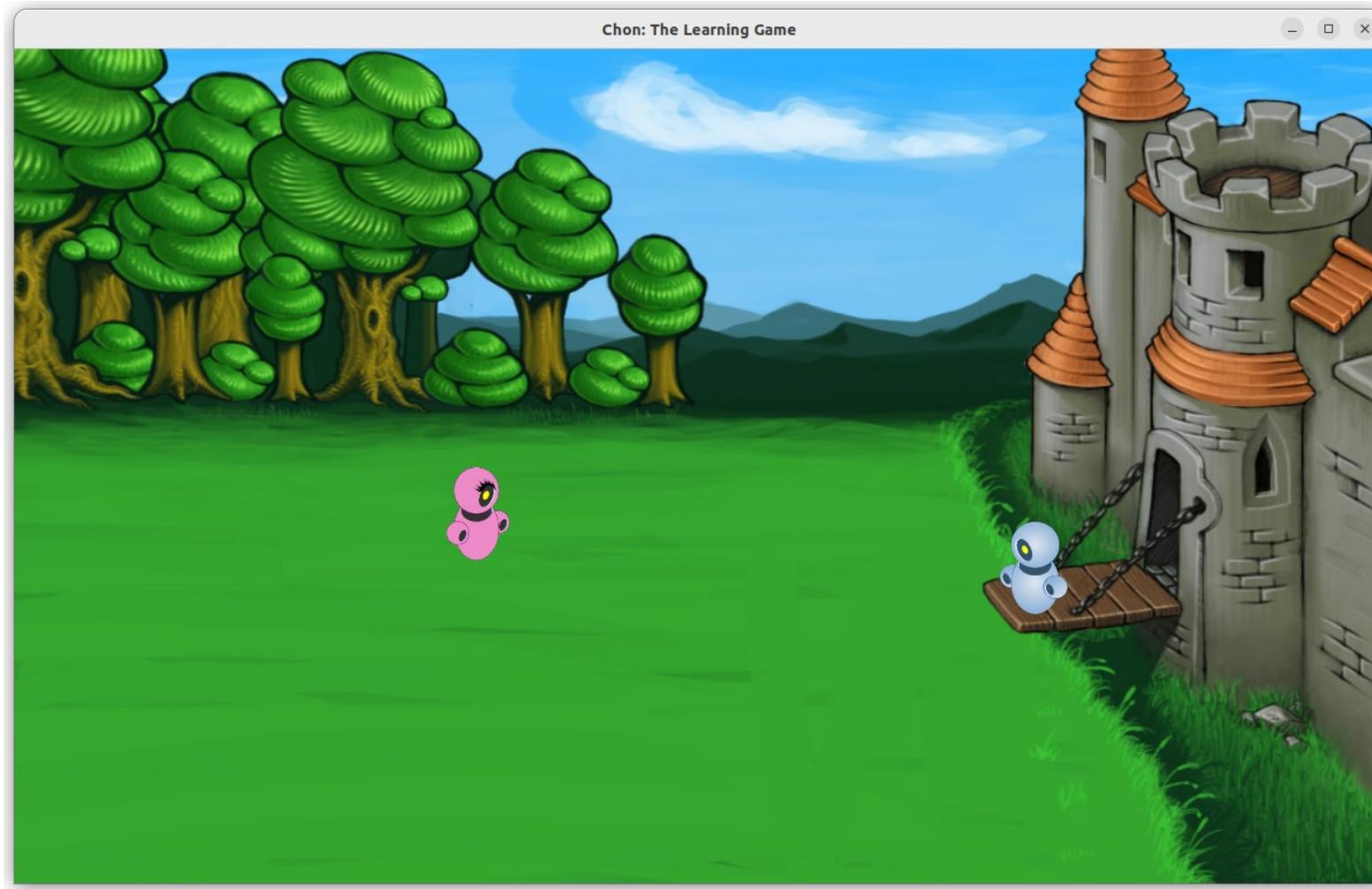
The **AnimationTimer** allows the creation of animations by repeatedly executing a code block at each frame.

Animation

The **AnimationTimer** allows the creation of animations by repeatedly executing a code block at each frame.

It provides a way to perform updates and render graphics, making it suitable for **creating animations, game loops, and other time-based tasks**.

Animation



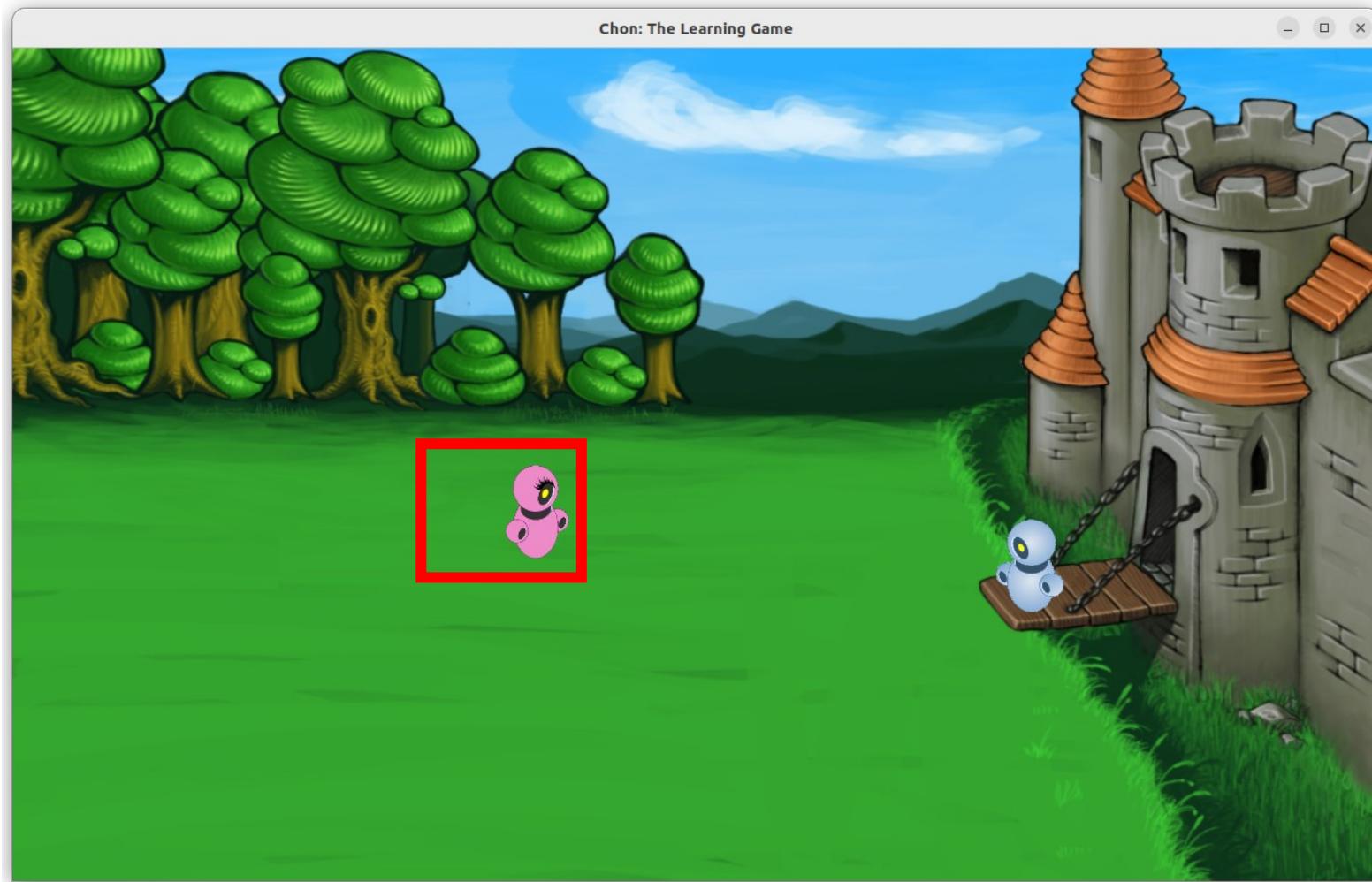
Animation



○ Pressed: RIGHT
Released: RIGHT
□



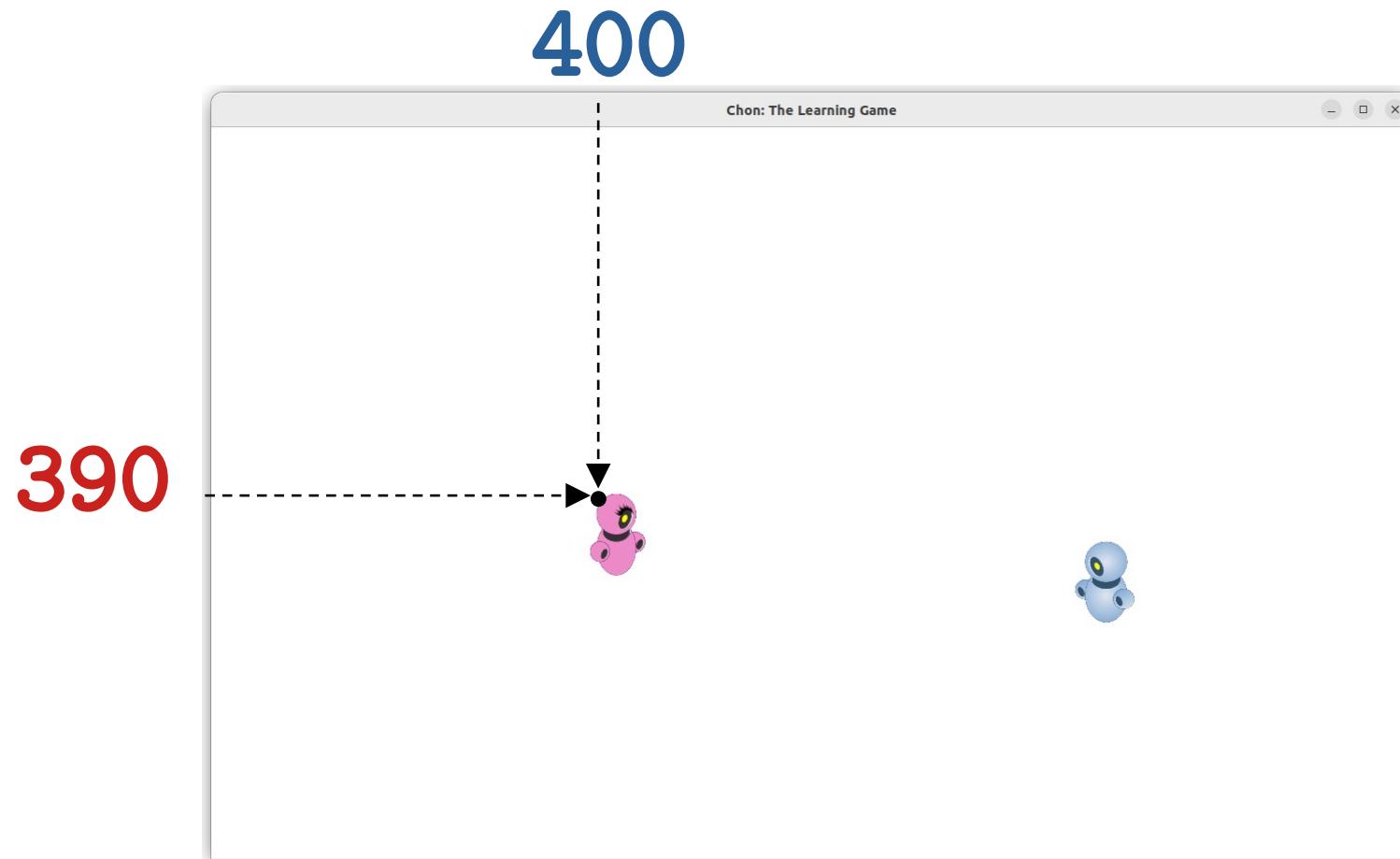
Animation



○ Pressed: RIGHT
Released: RIGHT
□



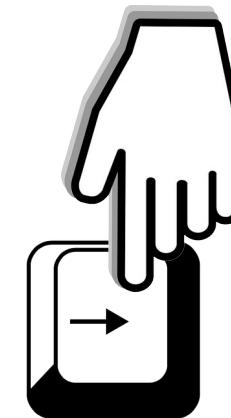
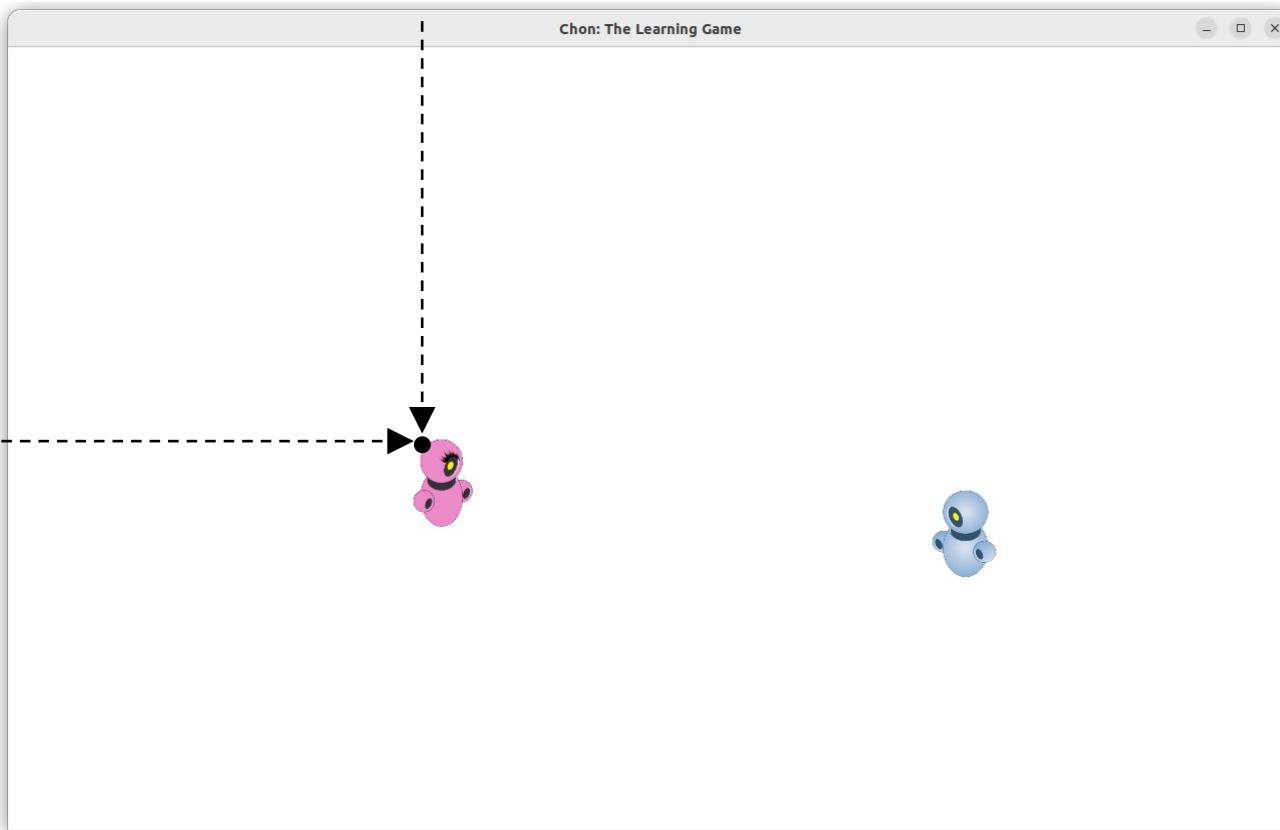
The RIGHT Logic



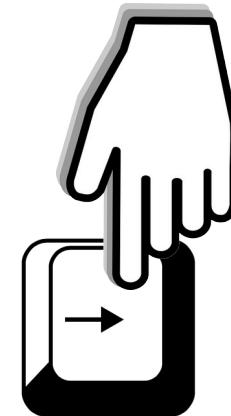
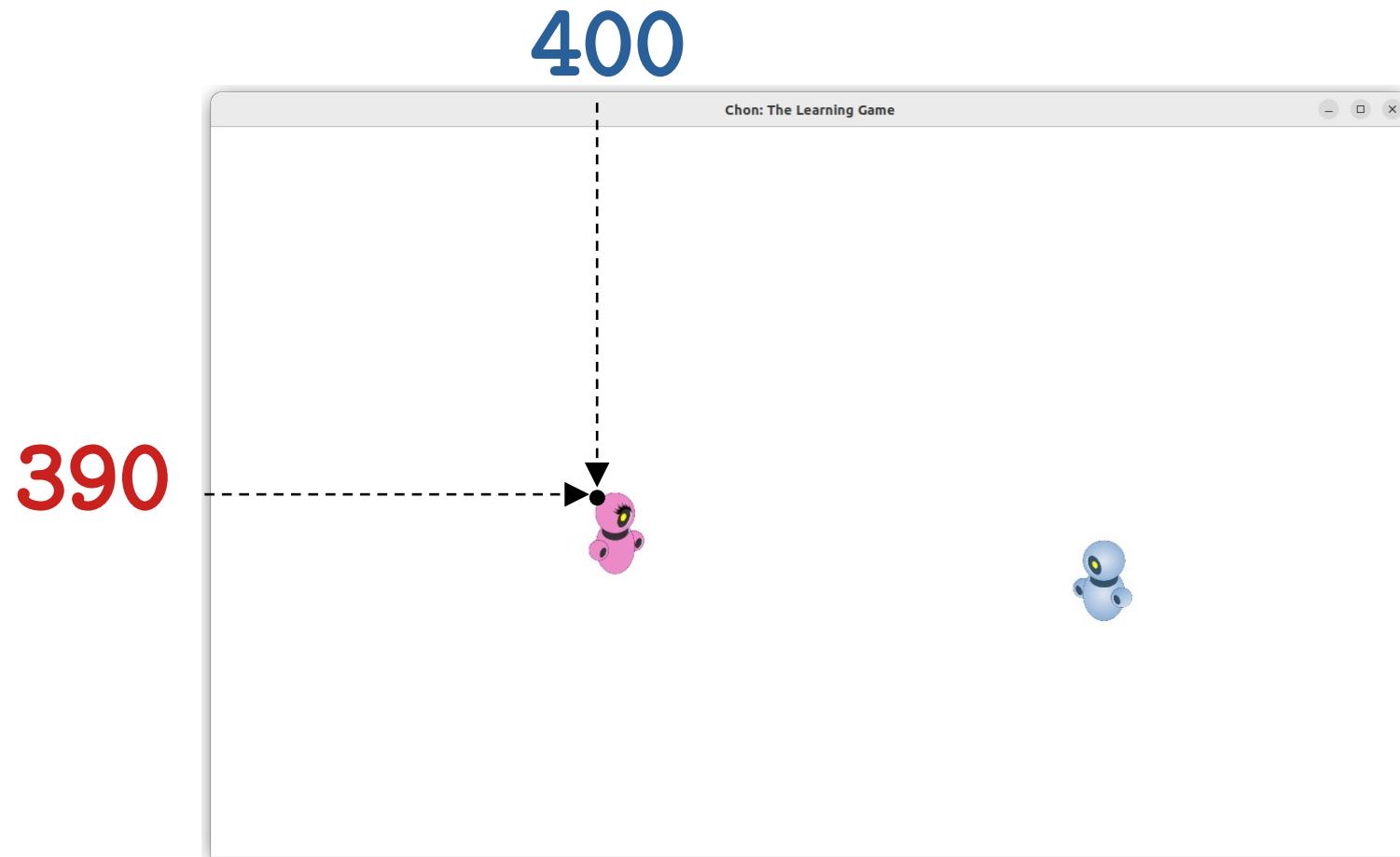
The RIGHT Logic

400

390



The RIGHT Logic

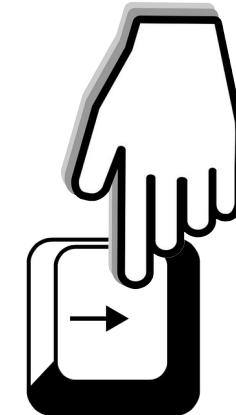
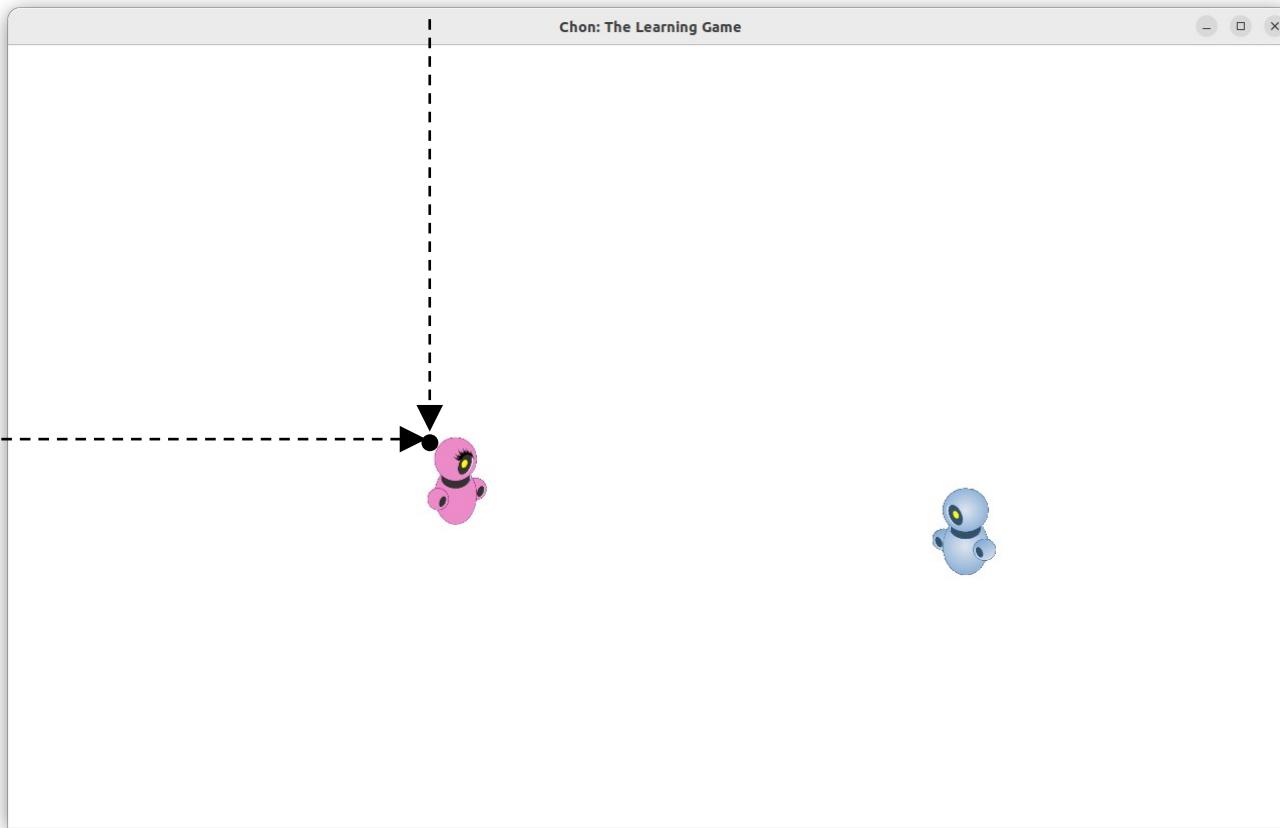


$x + \text{value}$

The RIGHT Logic

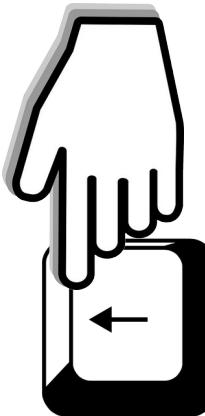
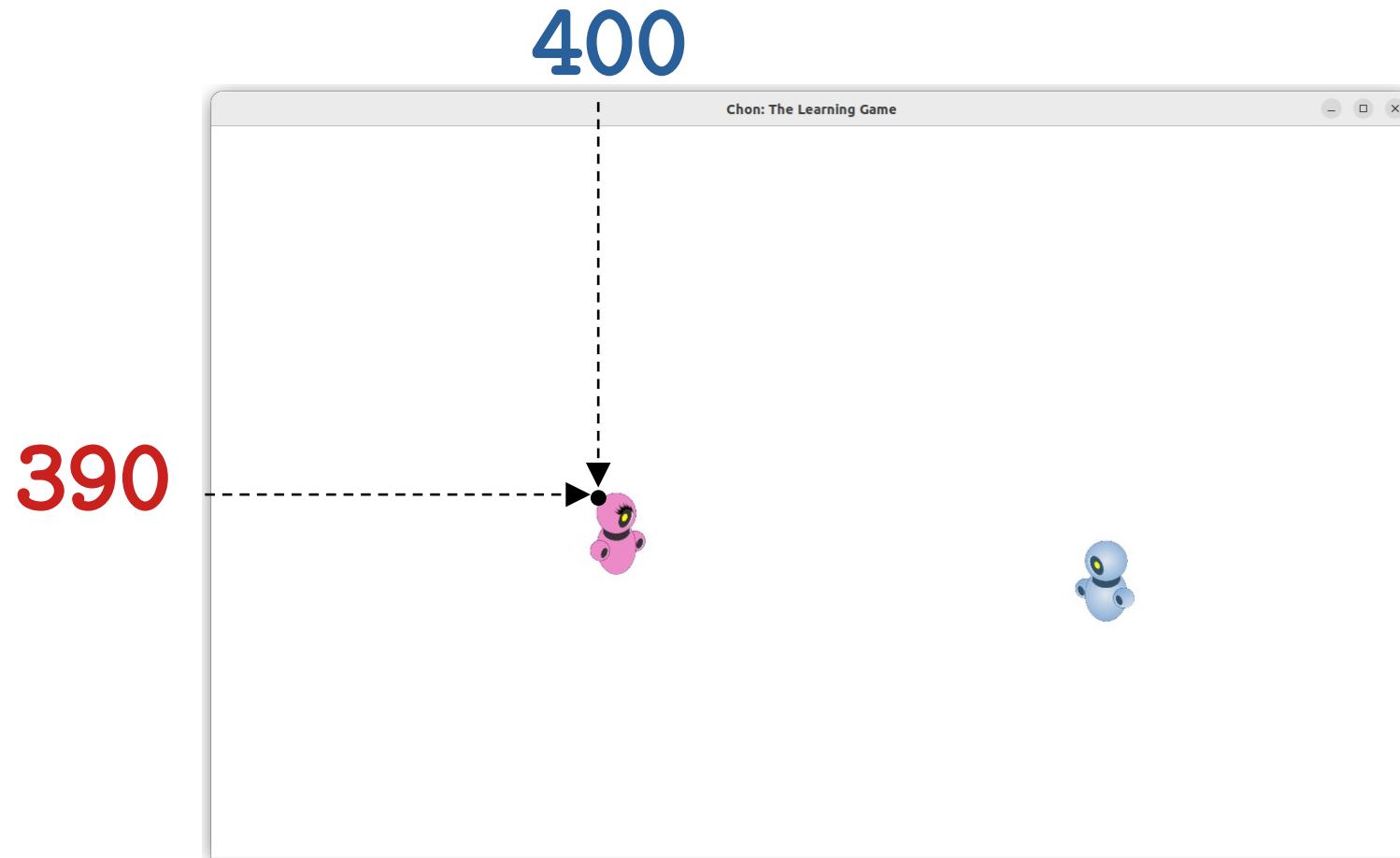
401

390

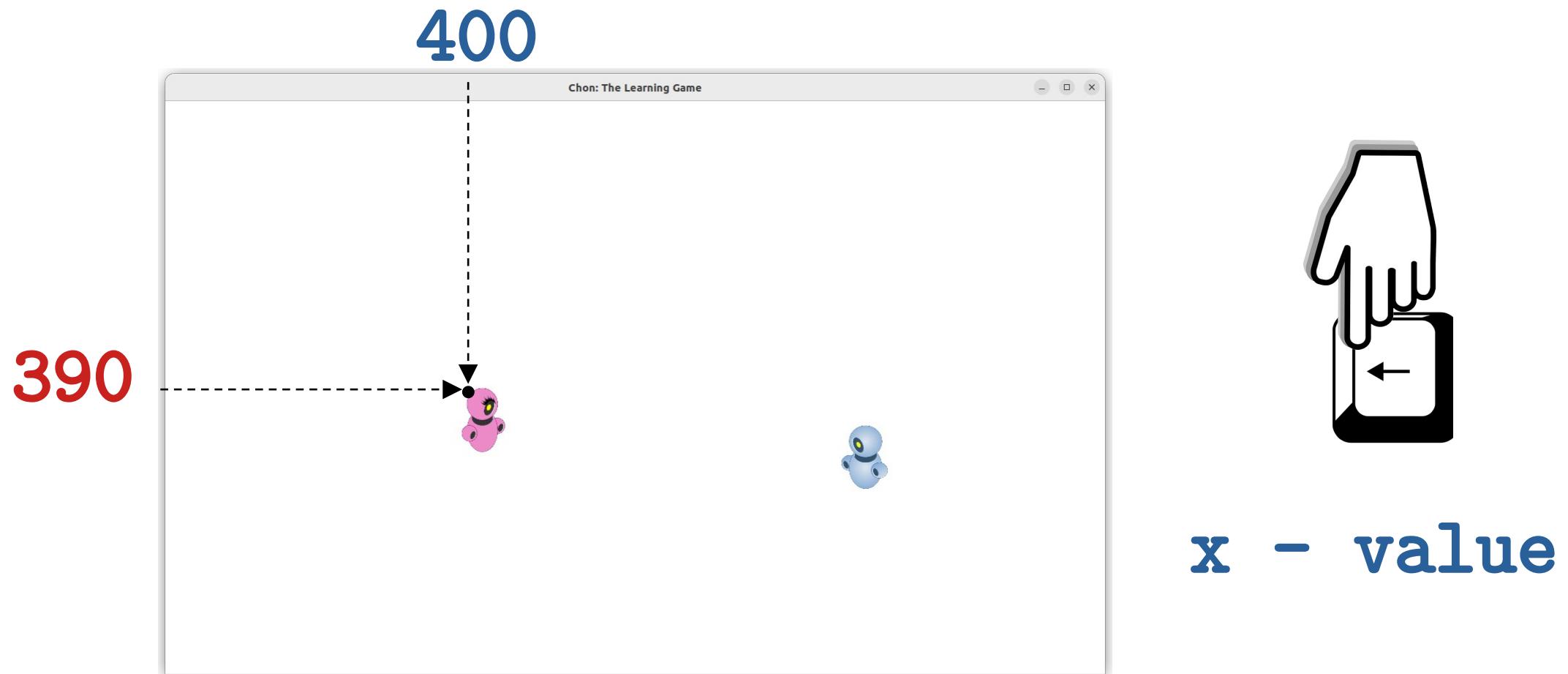


$x + \text{value}$

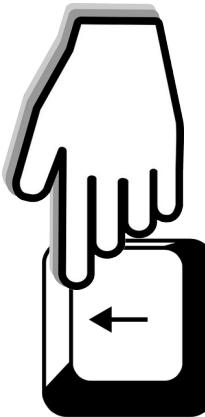
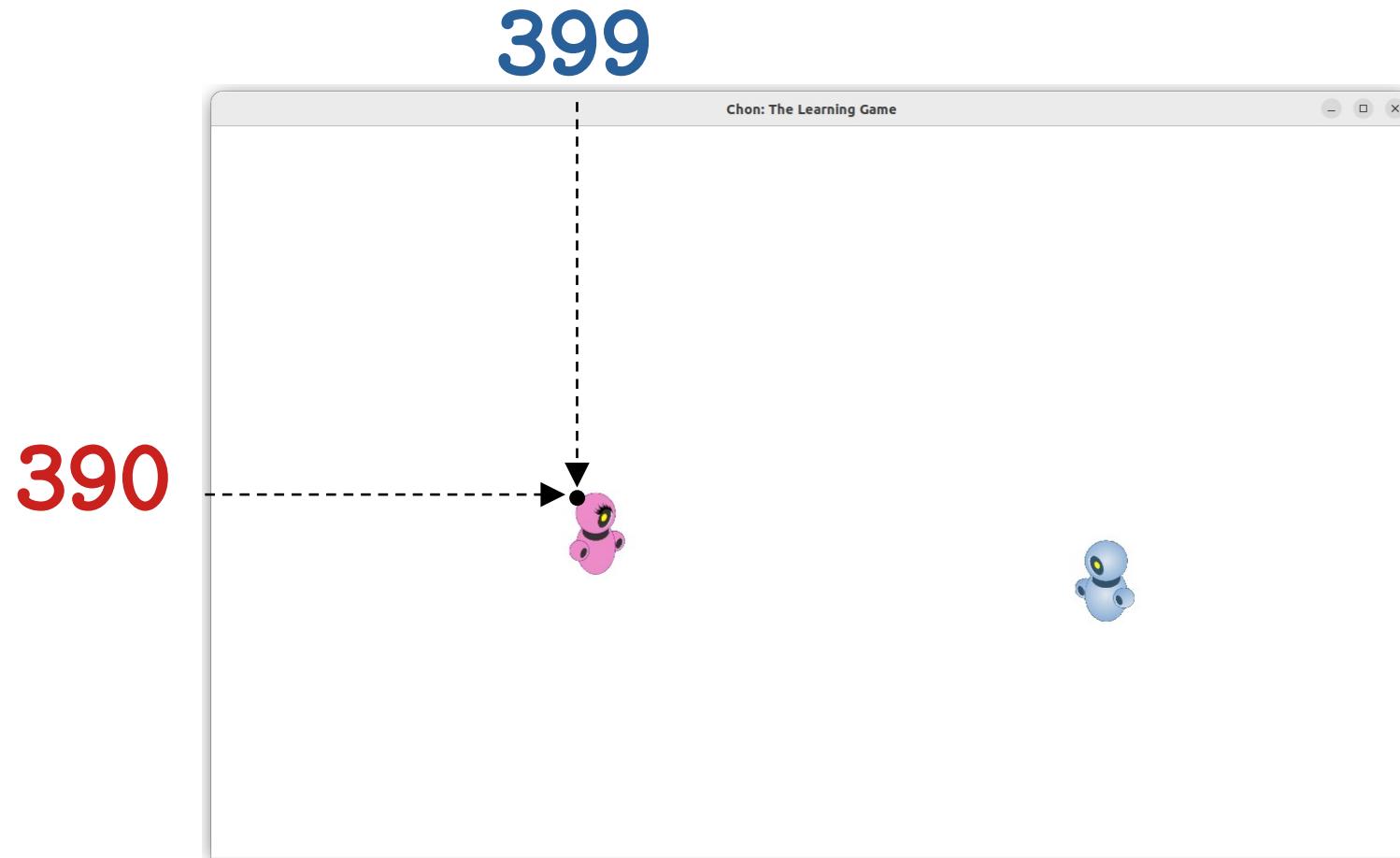
The LEFT Logic



The LEFT Logic

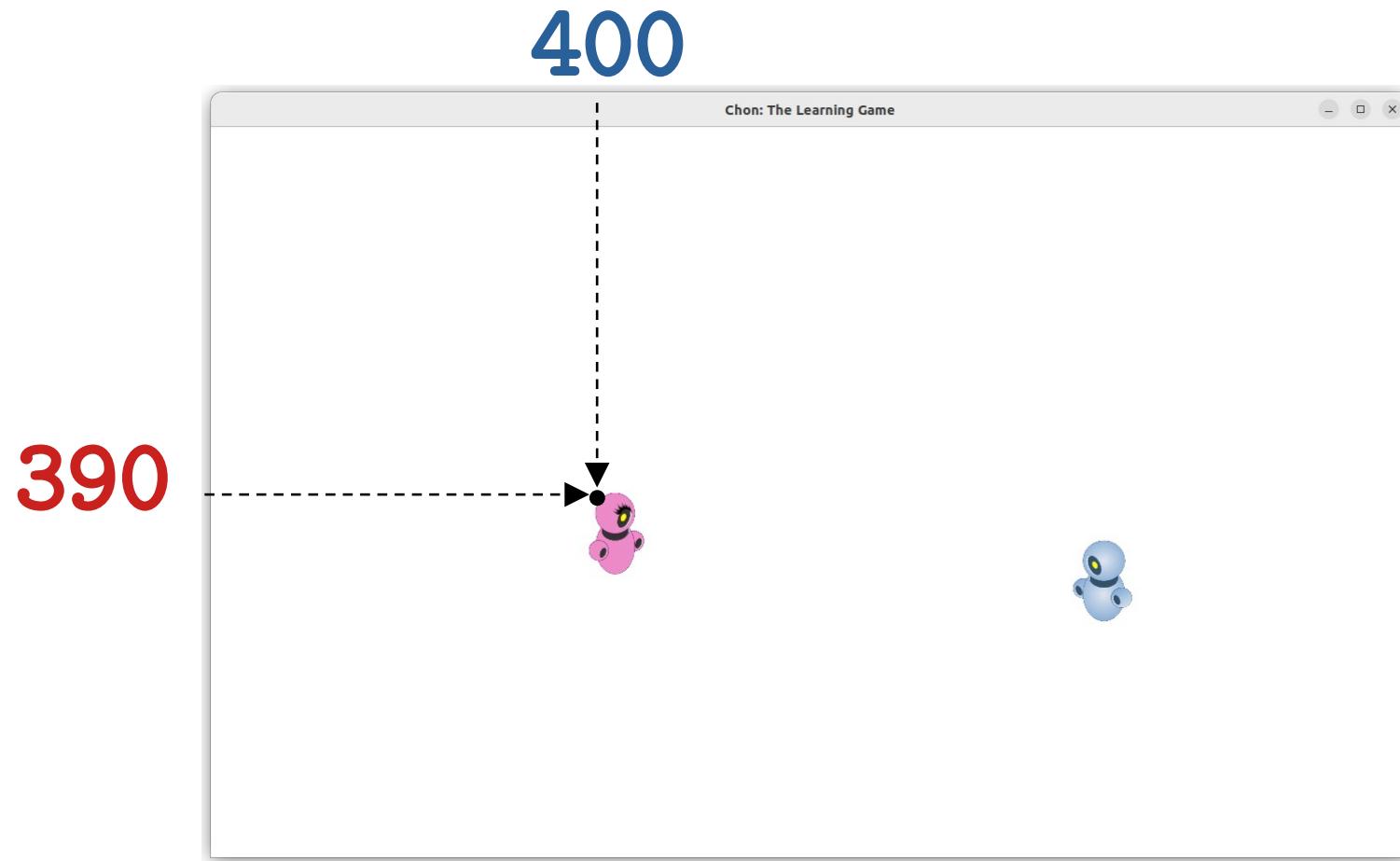


The LEFT Logic

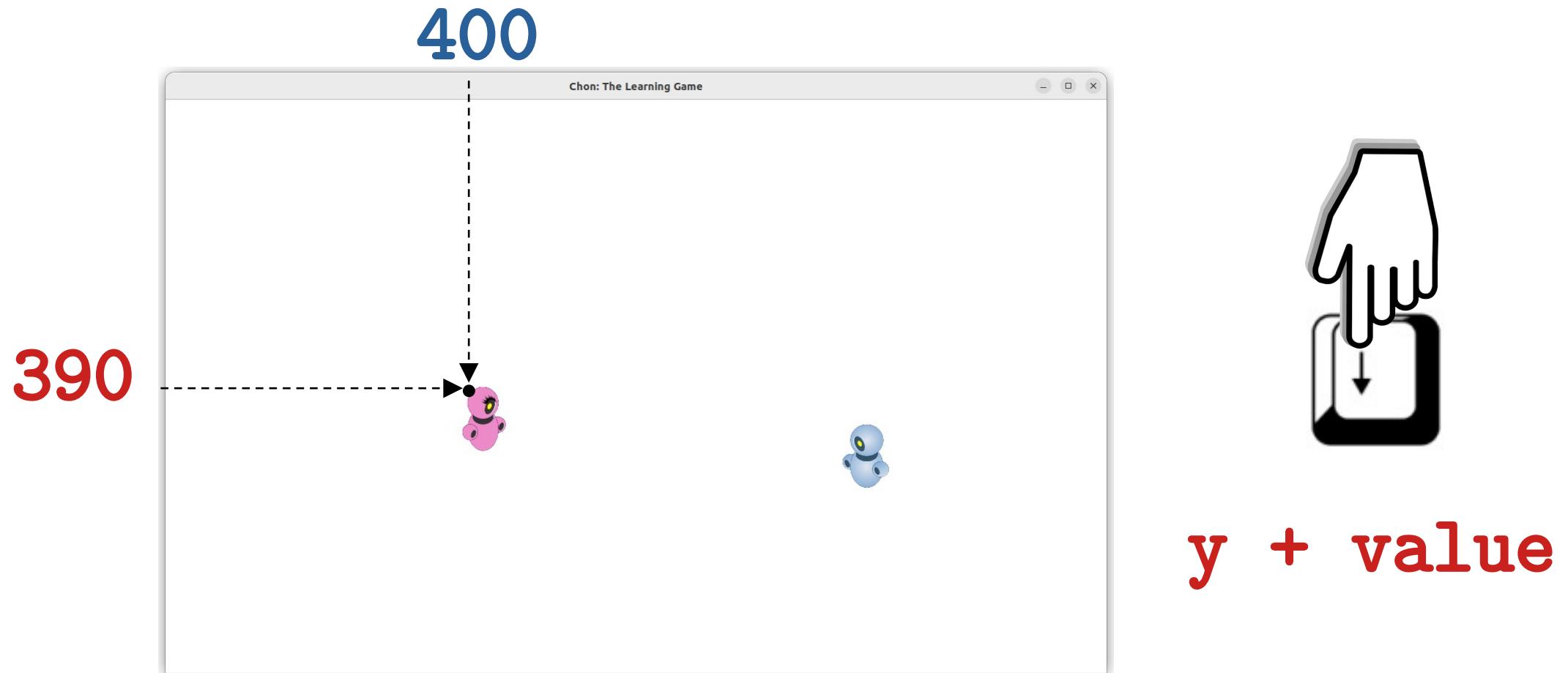


x - value

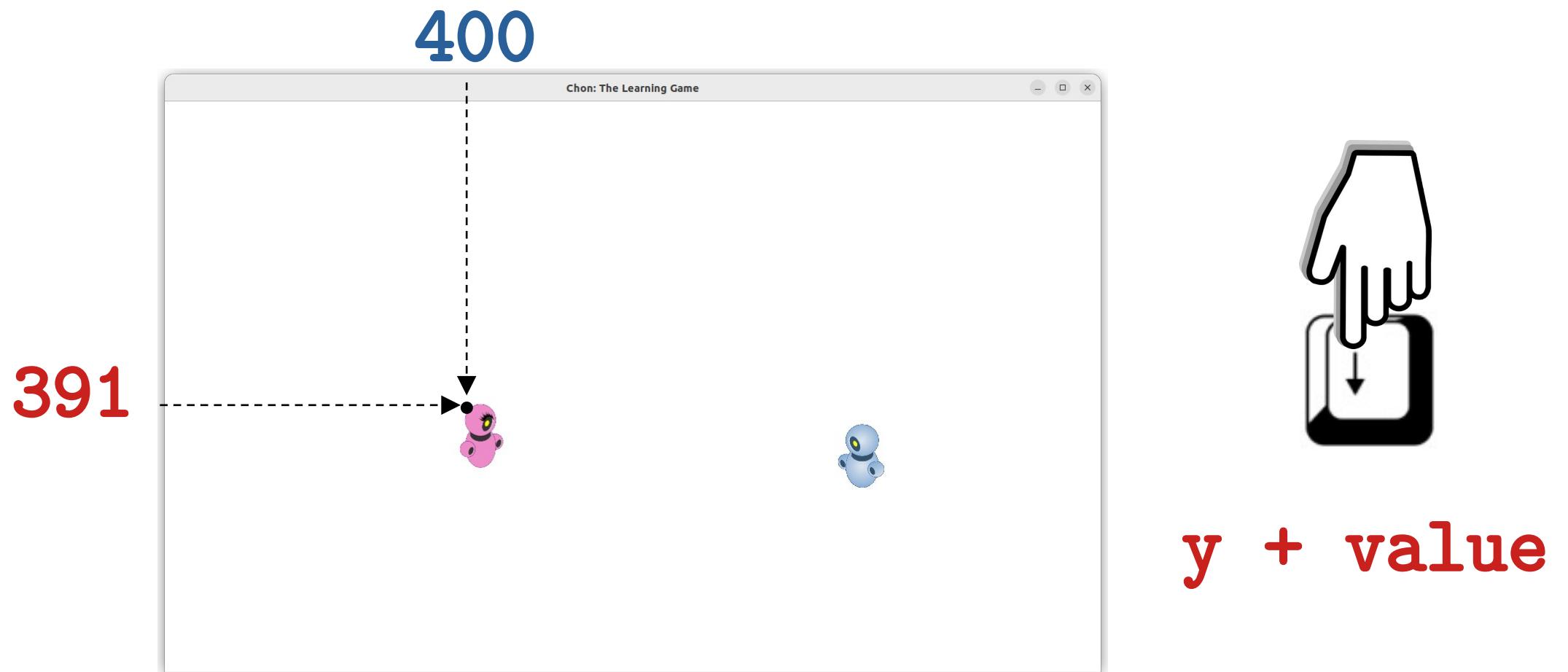
The DOWN Logic



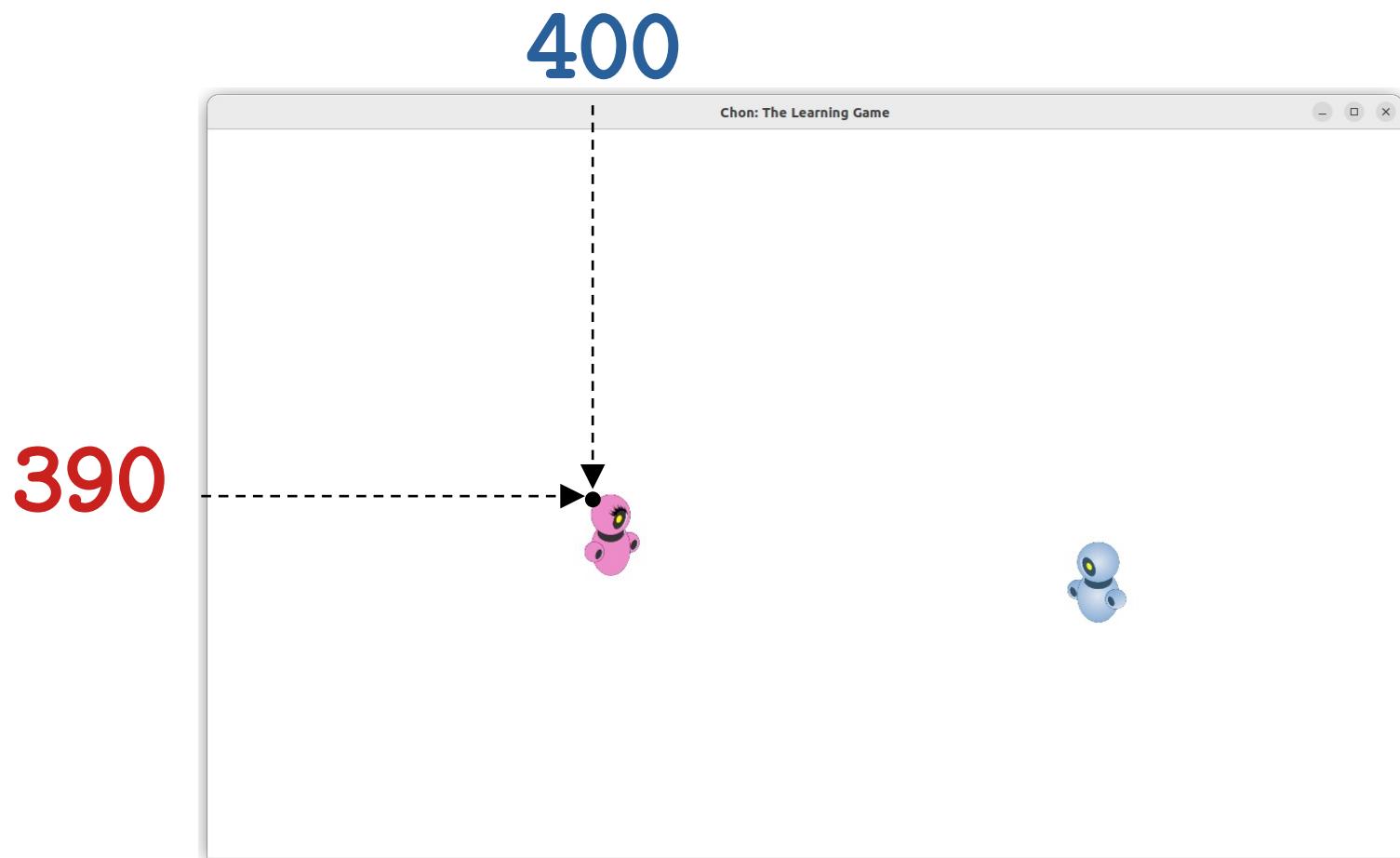
The DOWN Logic



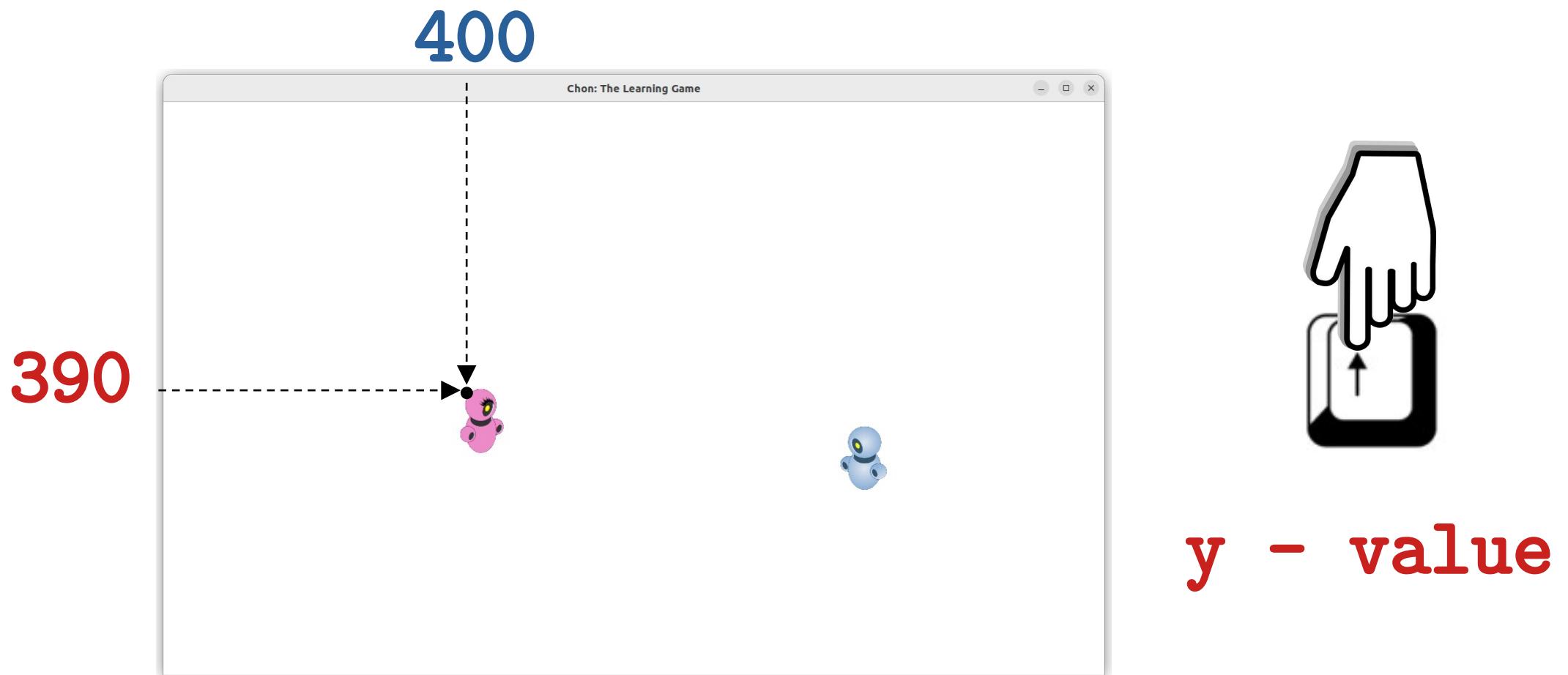
The DOWN Logic



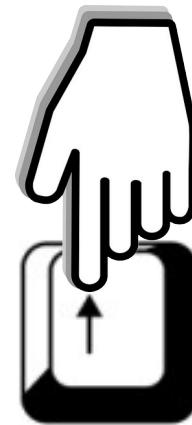
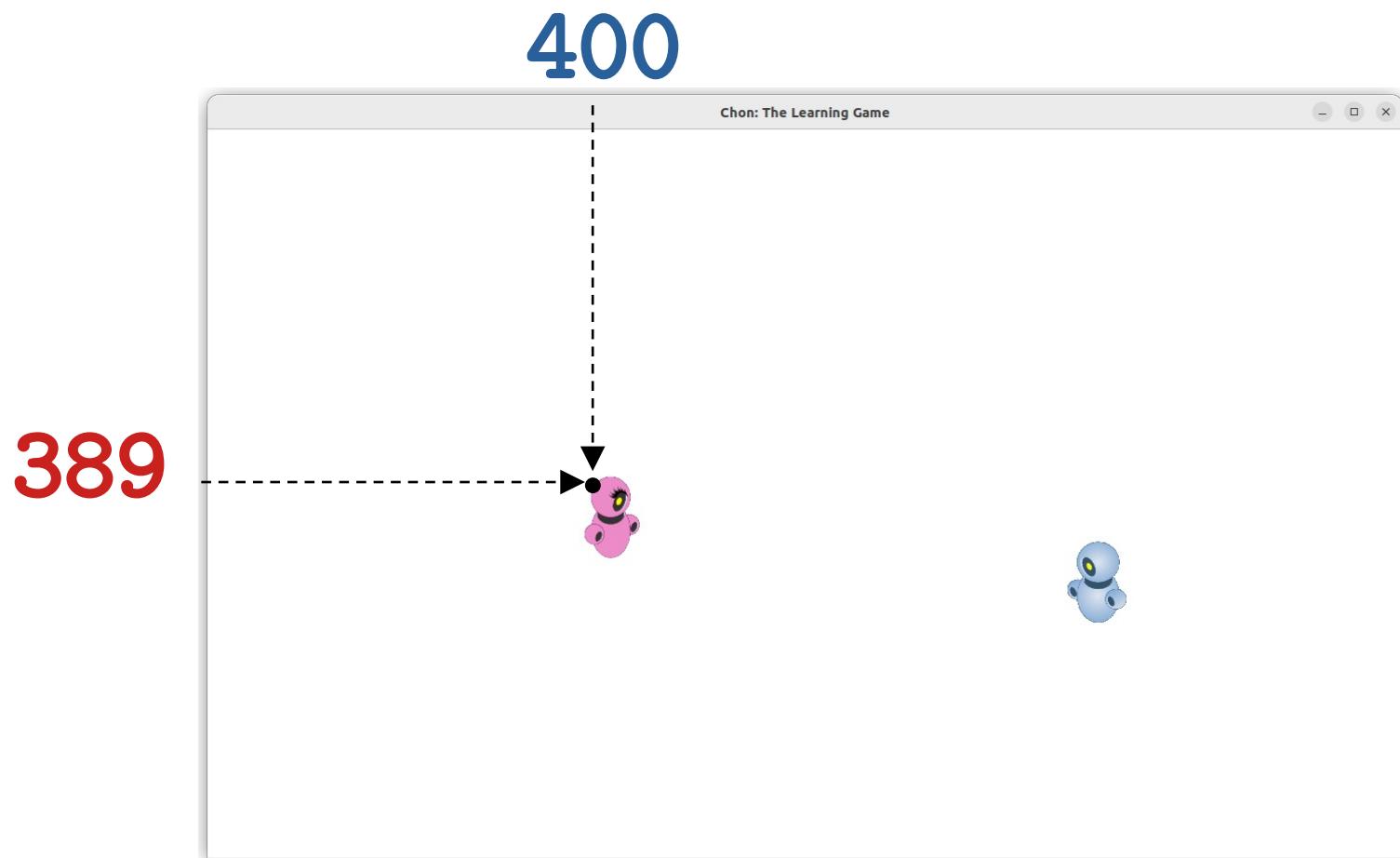
The UP Logic



The UP Logic



The UP Logic



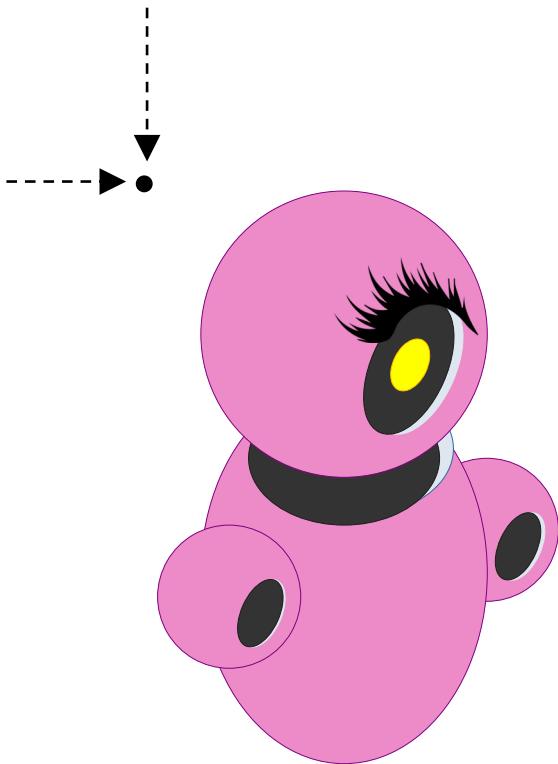
y - value

Defining Boundaries

Every Image has:



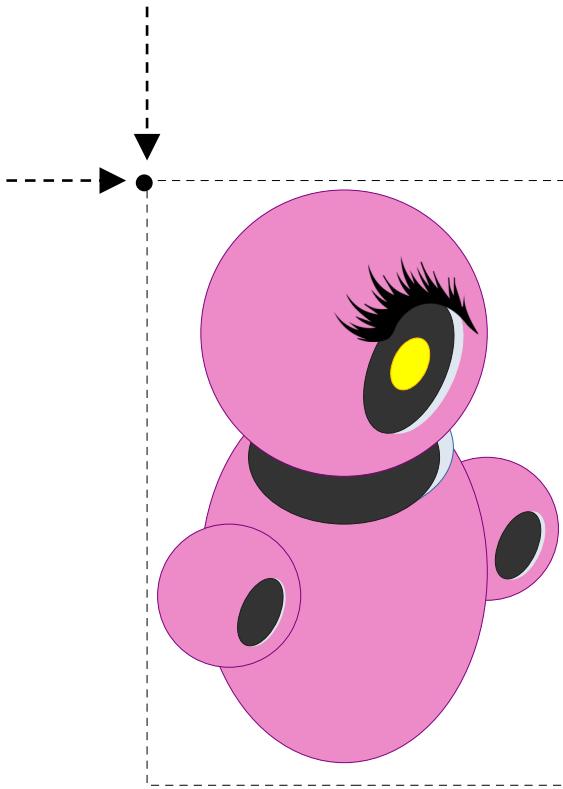
Defining Boundaries



Every **Image** has:

- x and y points;

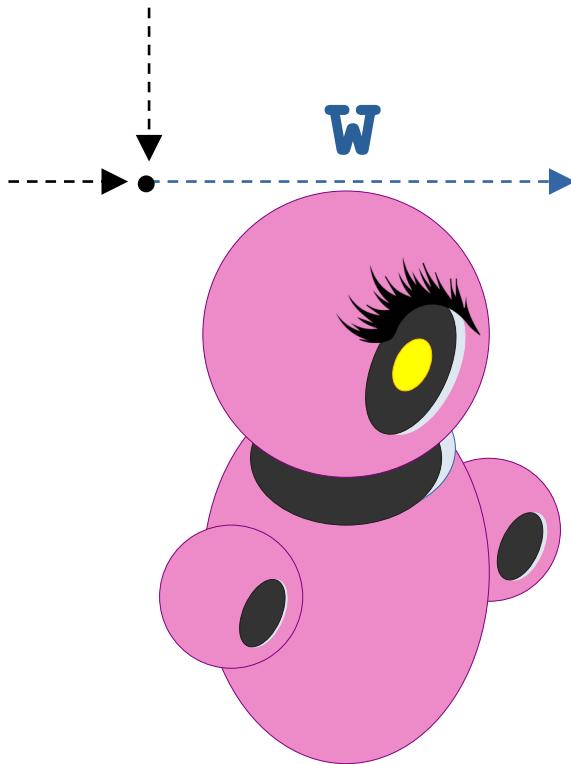
Defining Boundaries



Every Image has:

- x and y points;

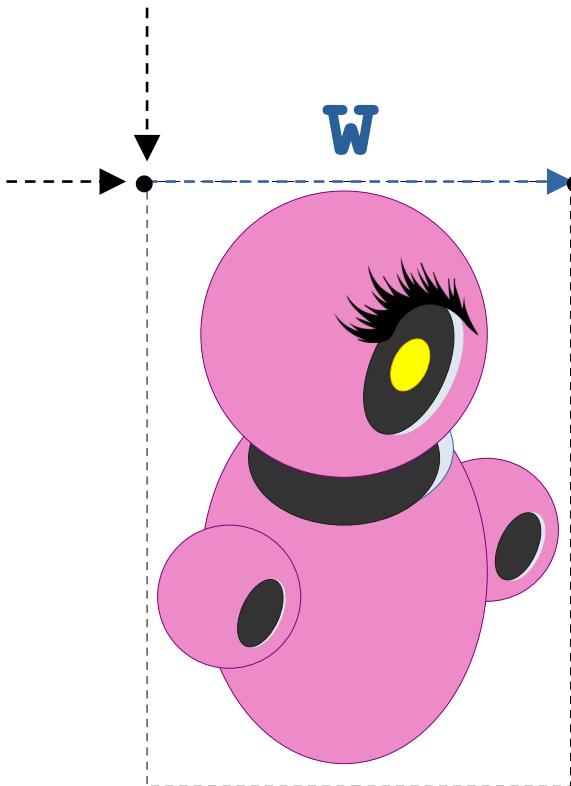
Defining Boundaries



Every Image has:

- x and y points;
- Width;

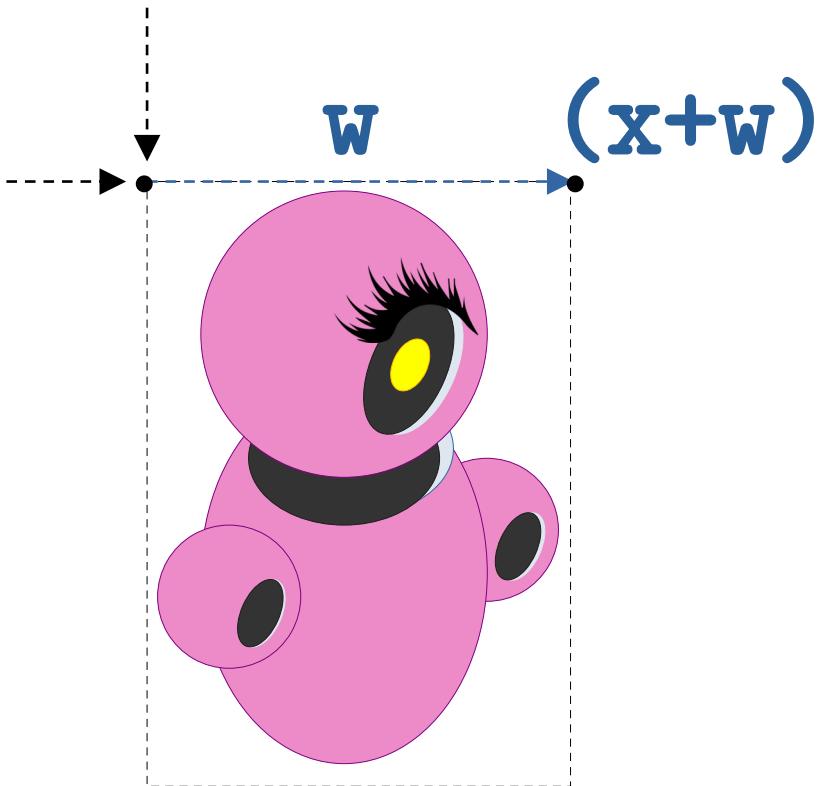
Defining Boundaries



Every Image has:

- x and y points;
- Width;

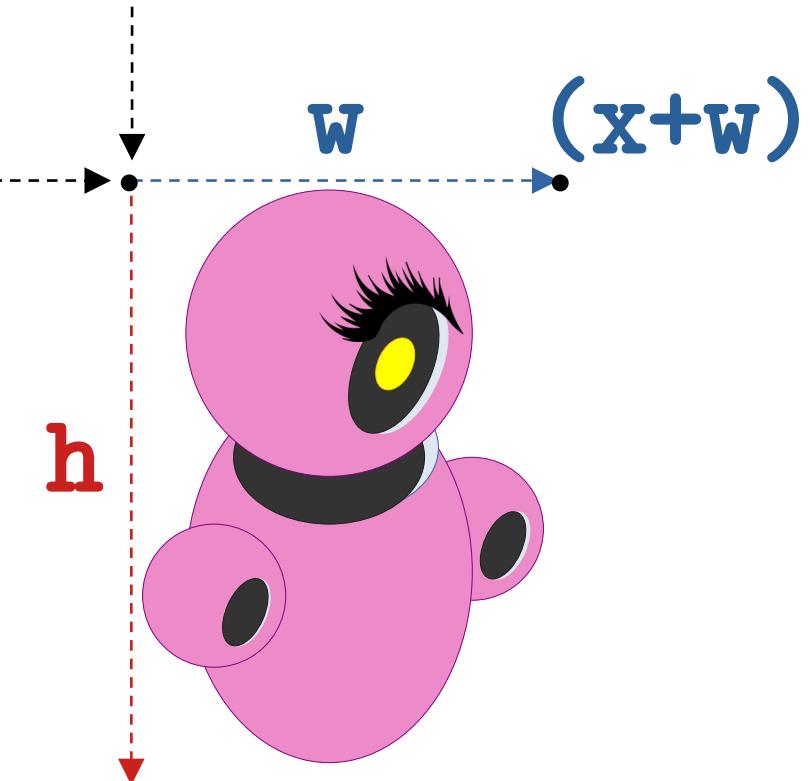
Defining Boundaries



Every Image has:

- x and y points;
- Width;

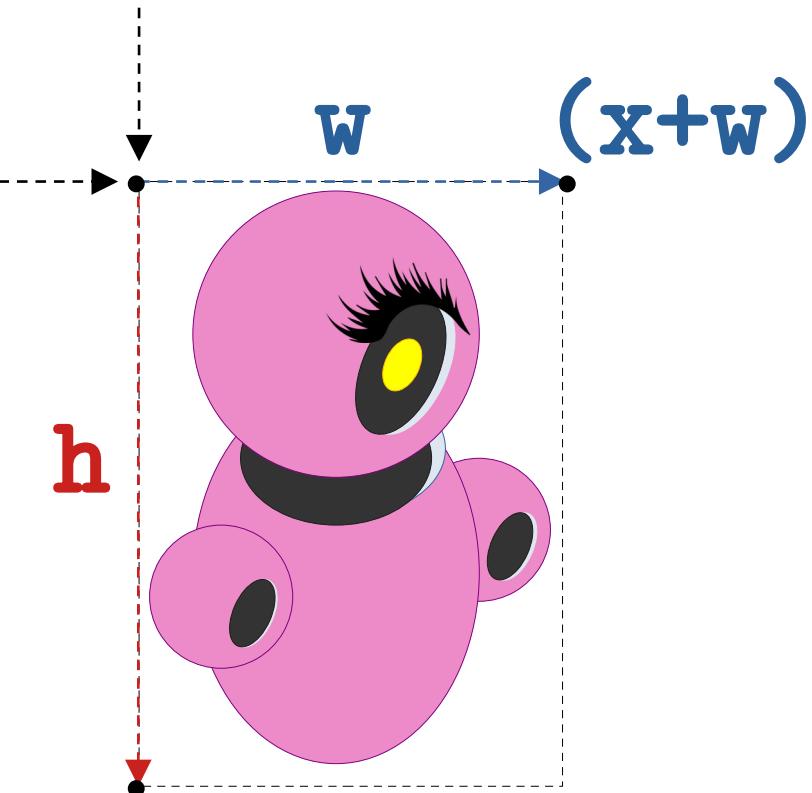
Defining Boundaries



Every Image has:

- x and y points;
 - Width;
 - Height.

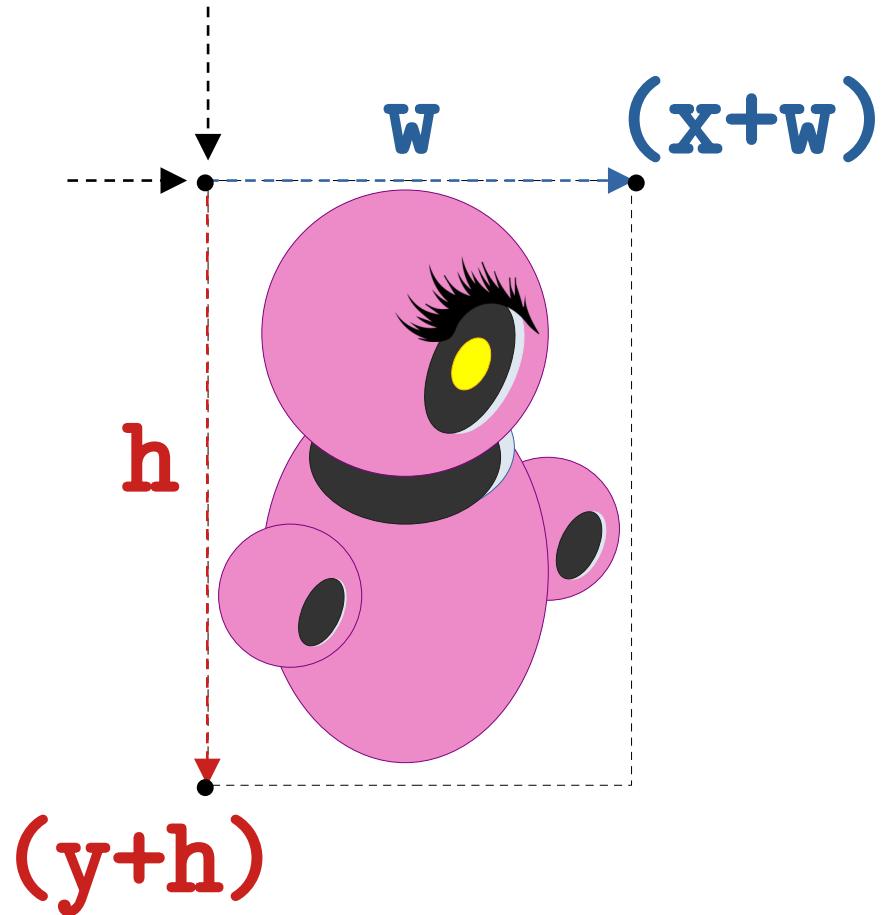
Defining Boundaries



Every Image has:

- x and y points;
 - Width;
 - Height.

Defining Boundaries



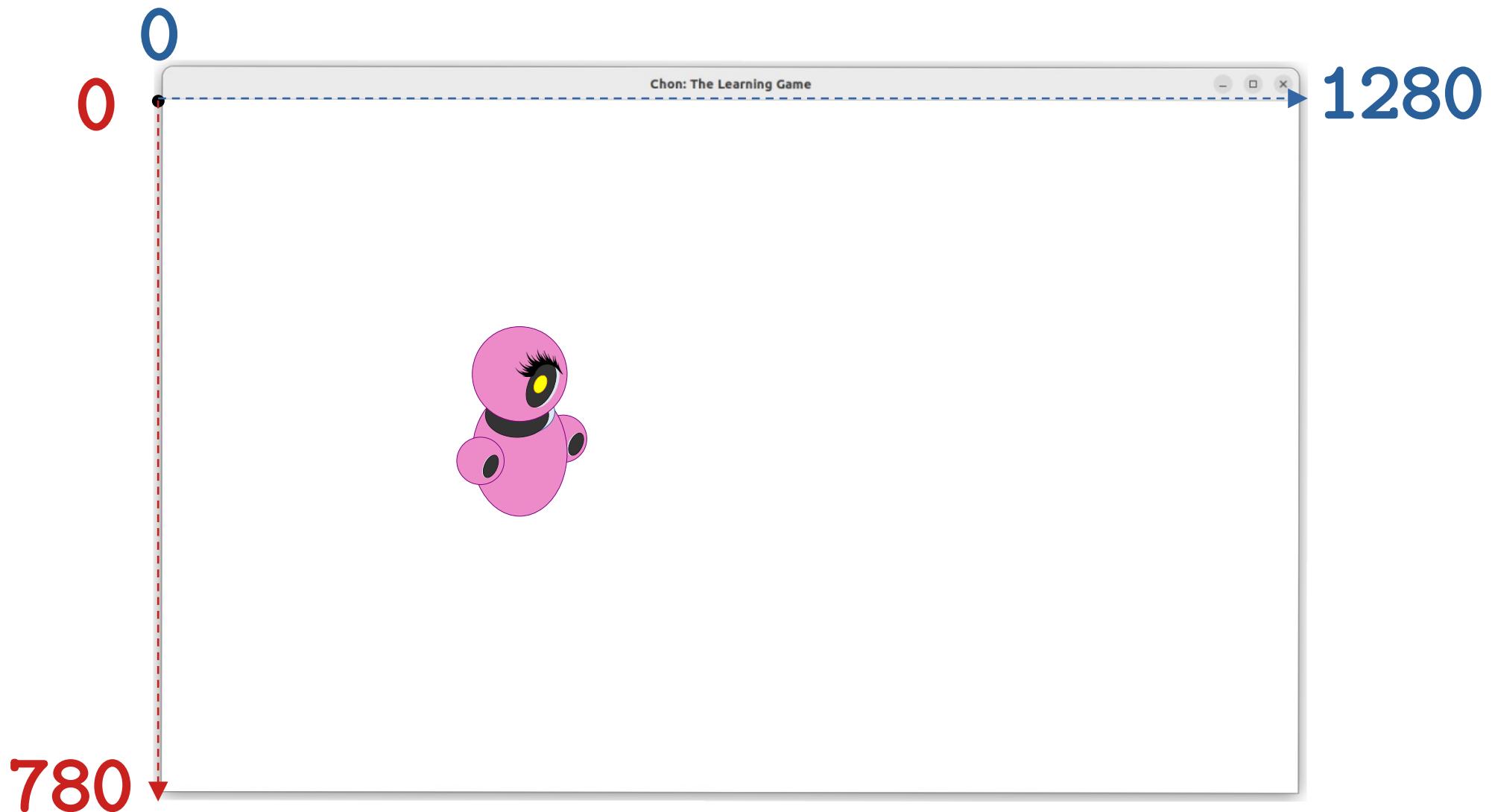
Every Image has:

- x and y points;
 - Width;
 - Height.

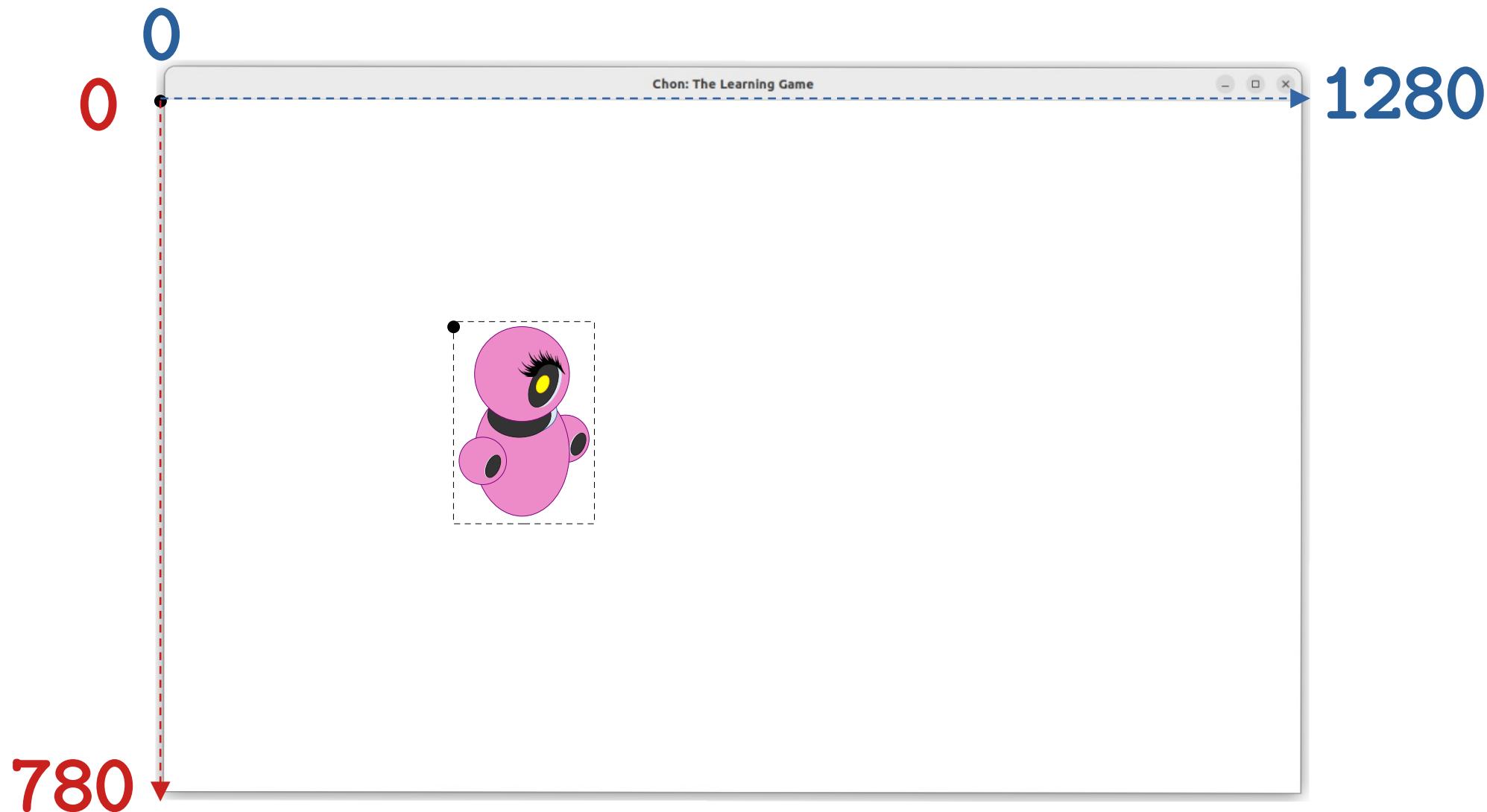
Defining Boundaries



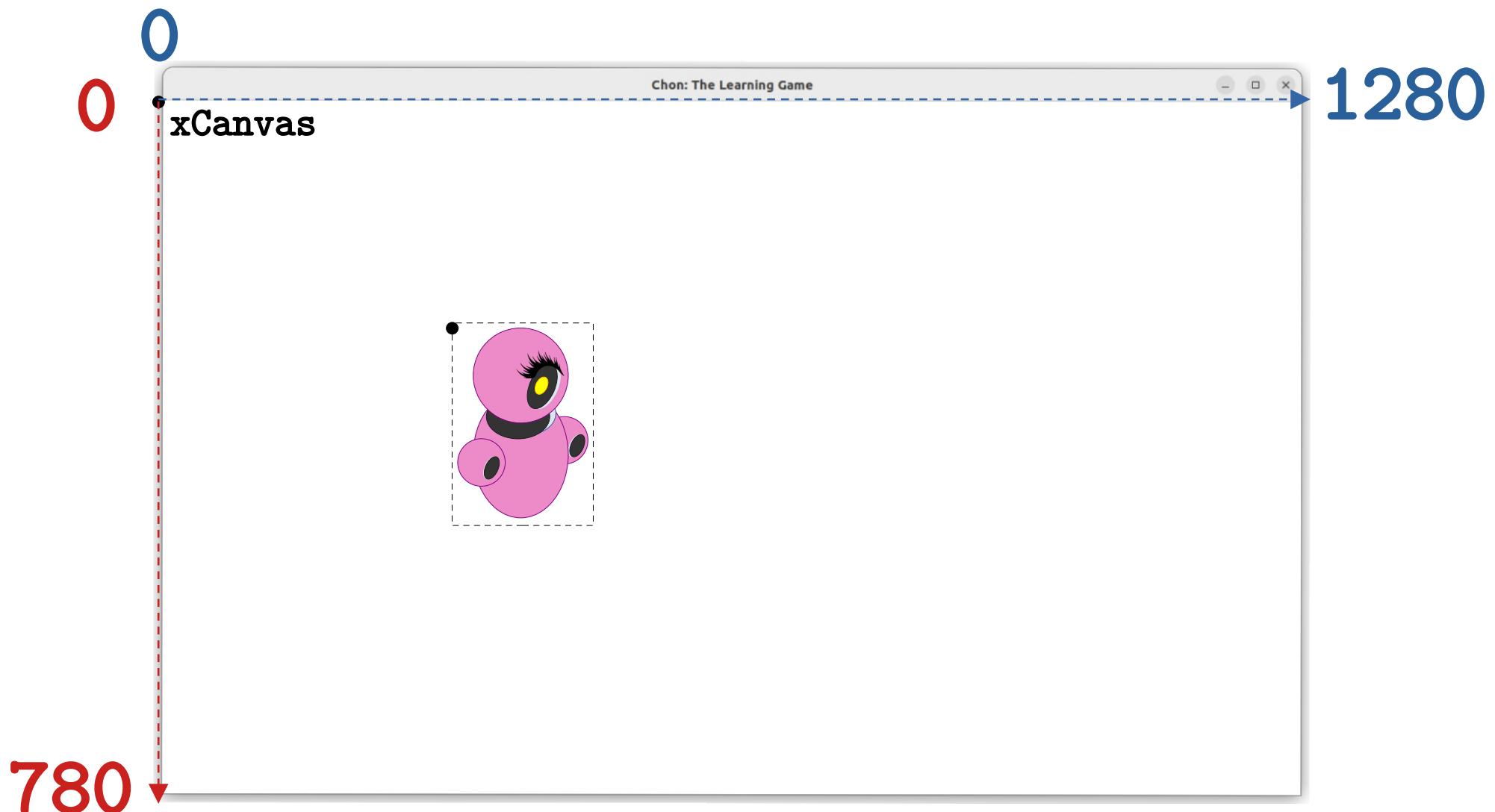
Defining Boundaries



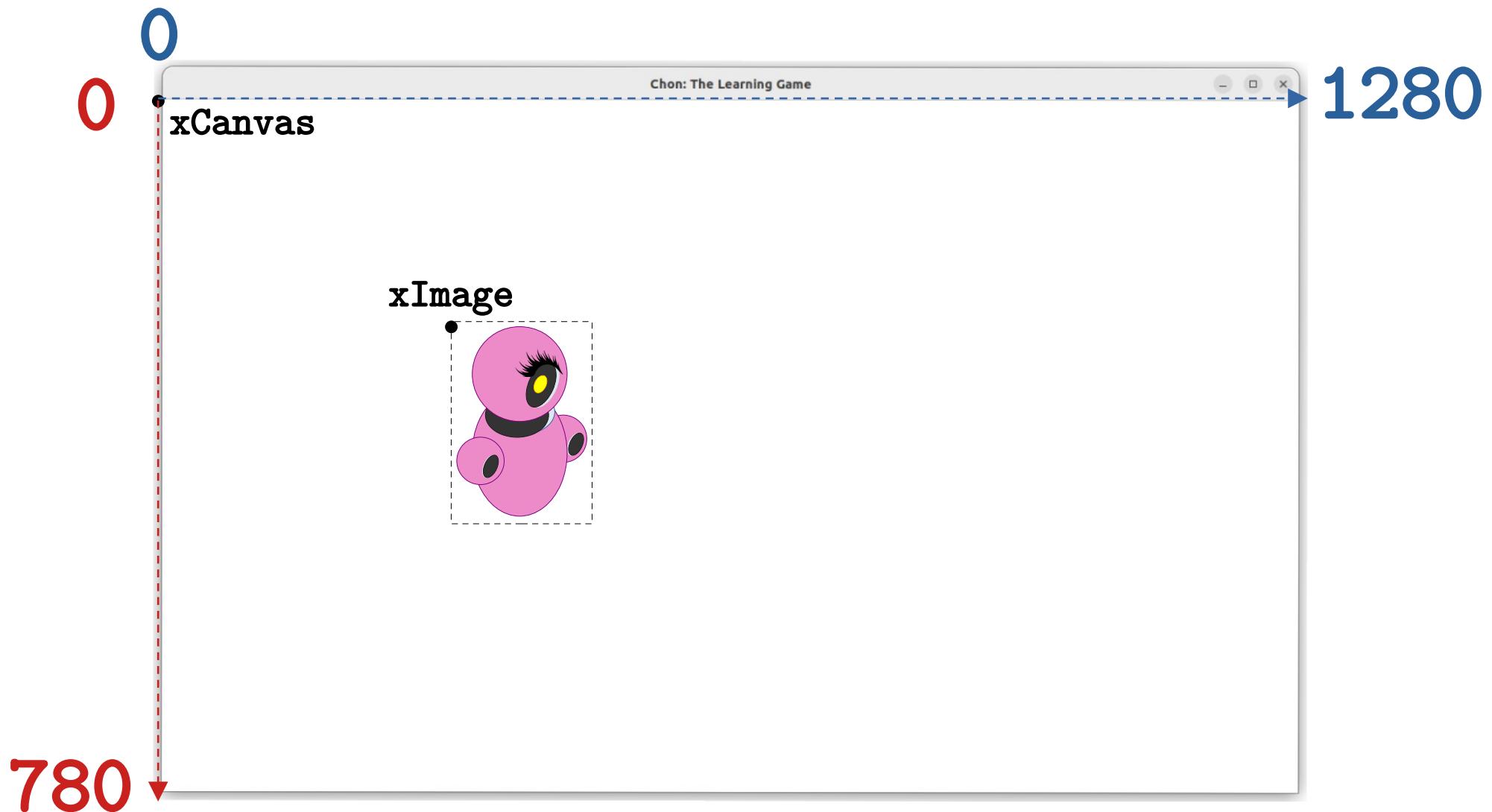
Defining Boundaries at the LEFT



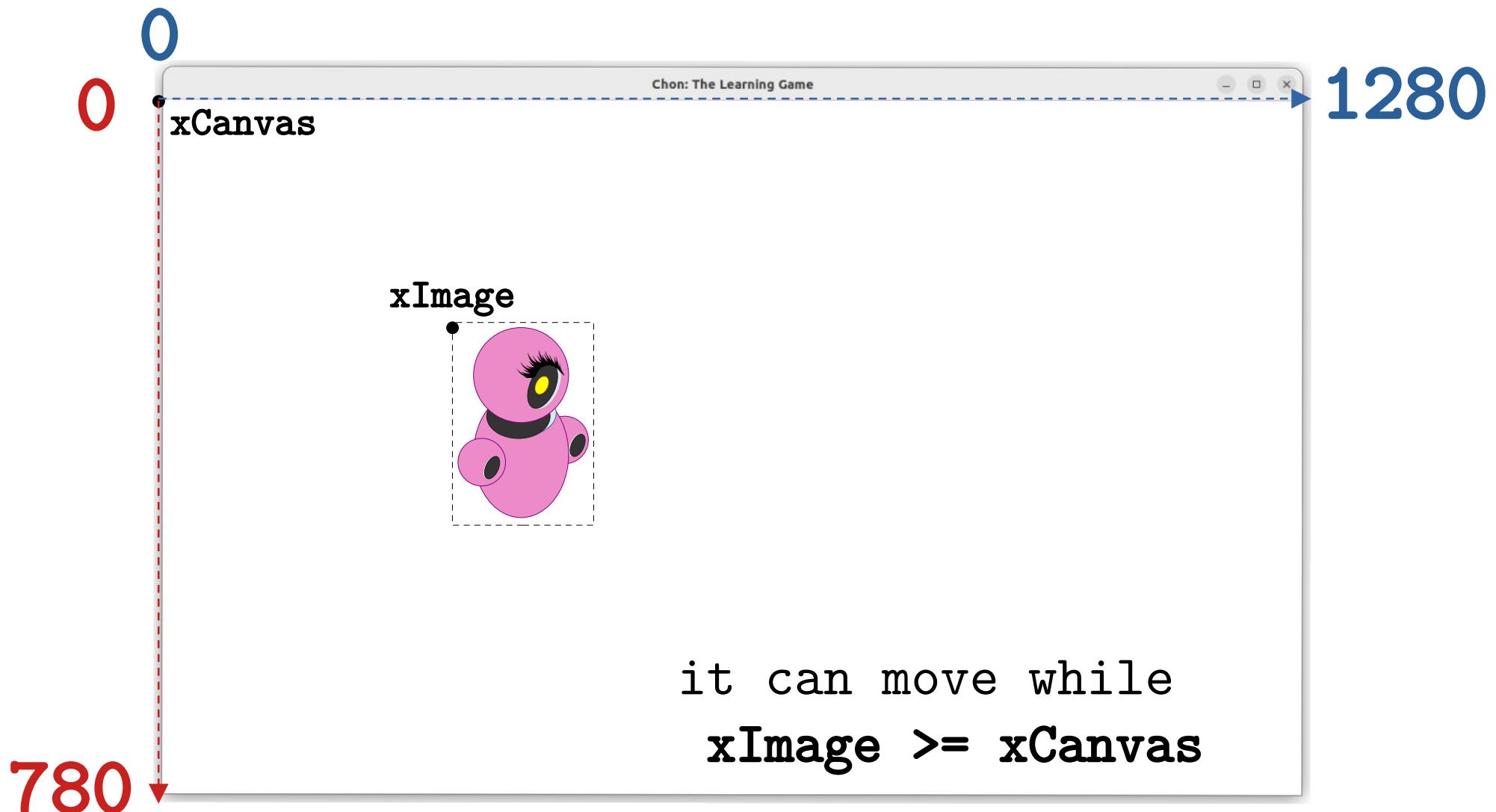
Defining Boundaries at the LEFT



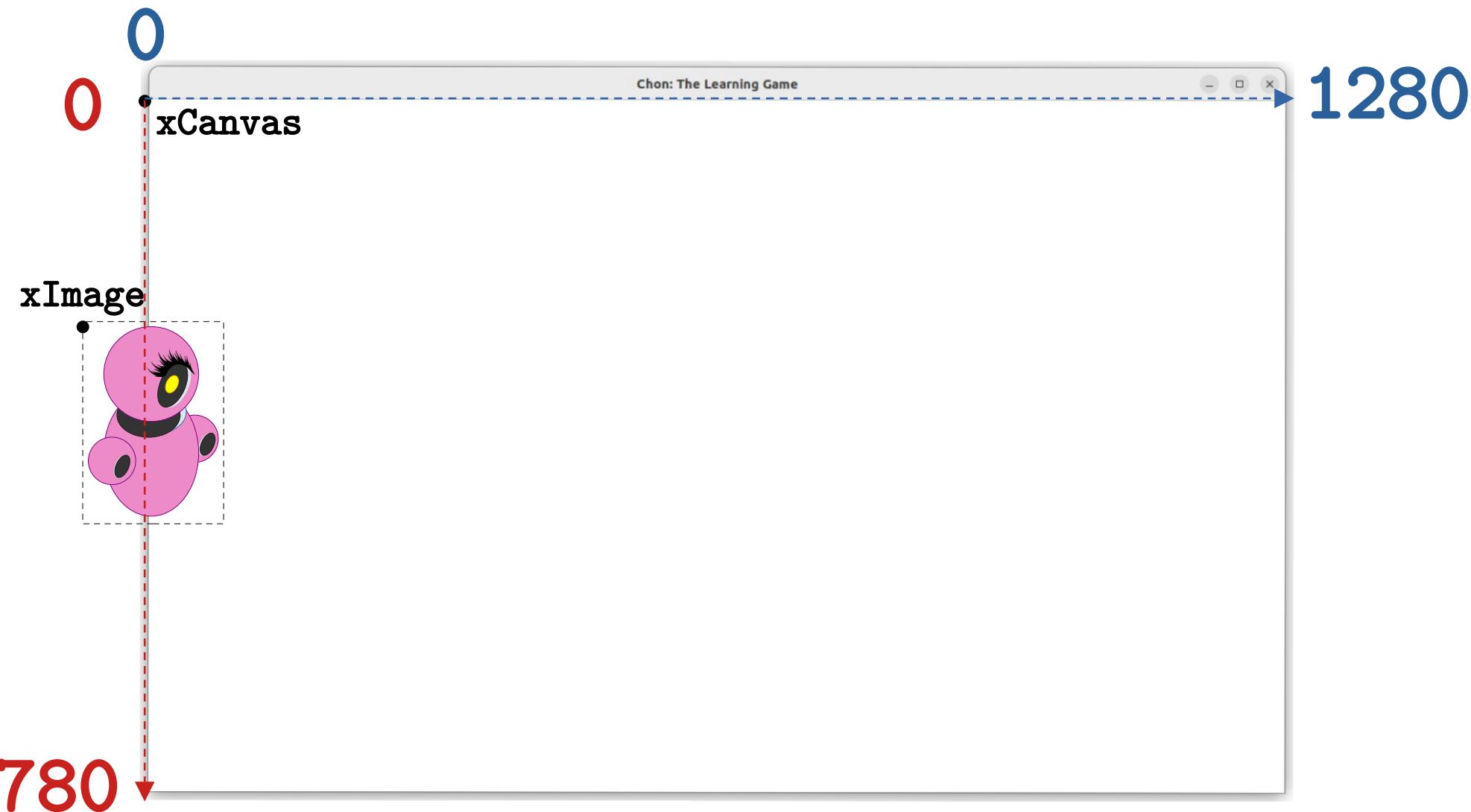
Defining Boundaries at the LEFT



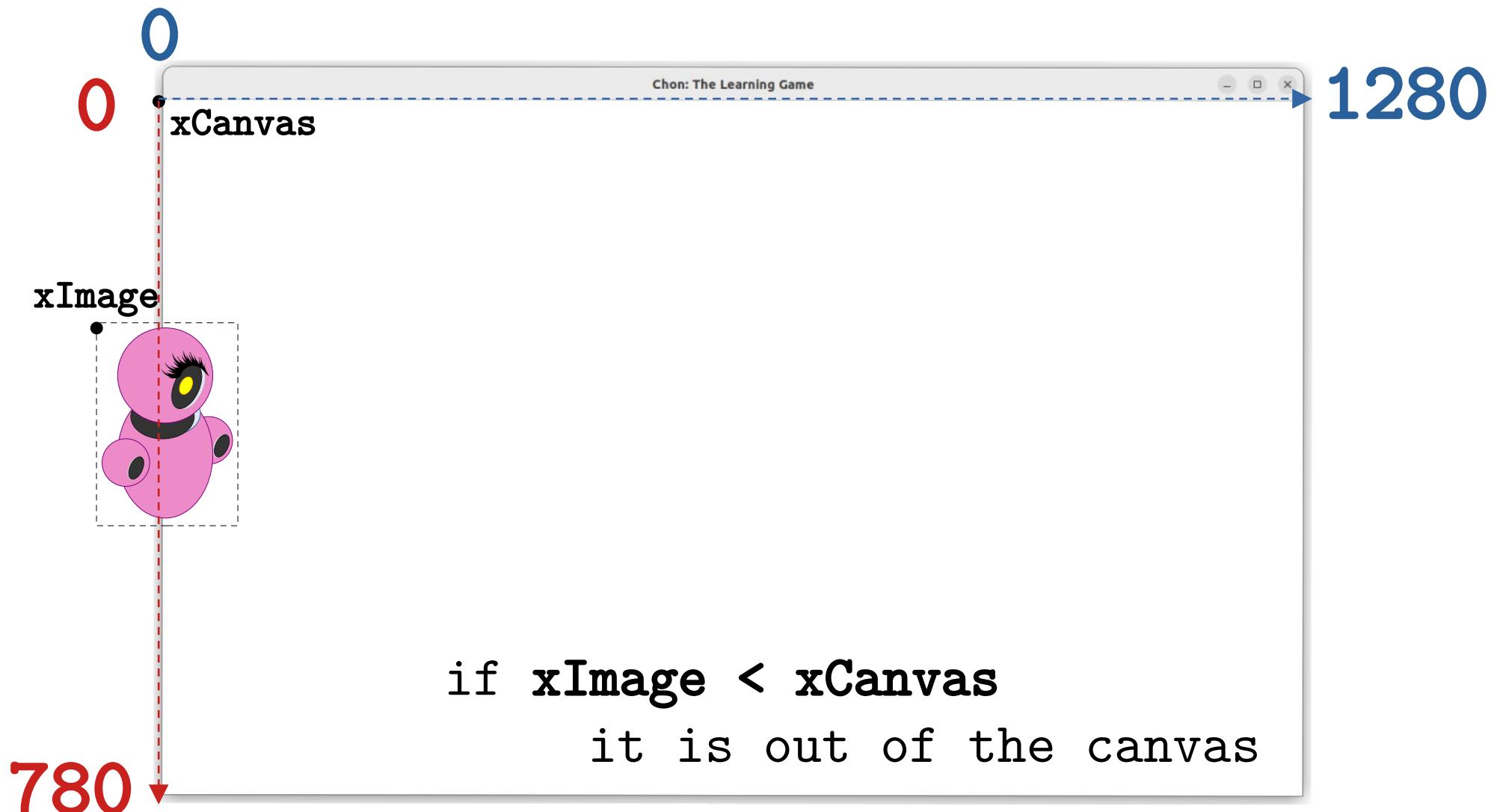
Defining Boundaries at the LEFT



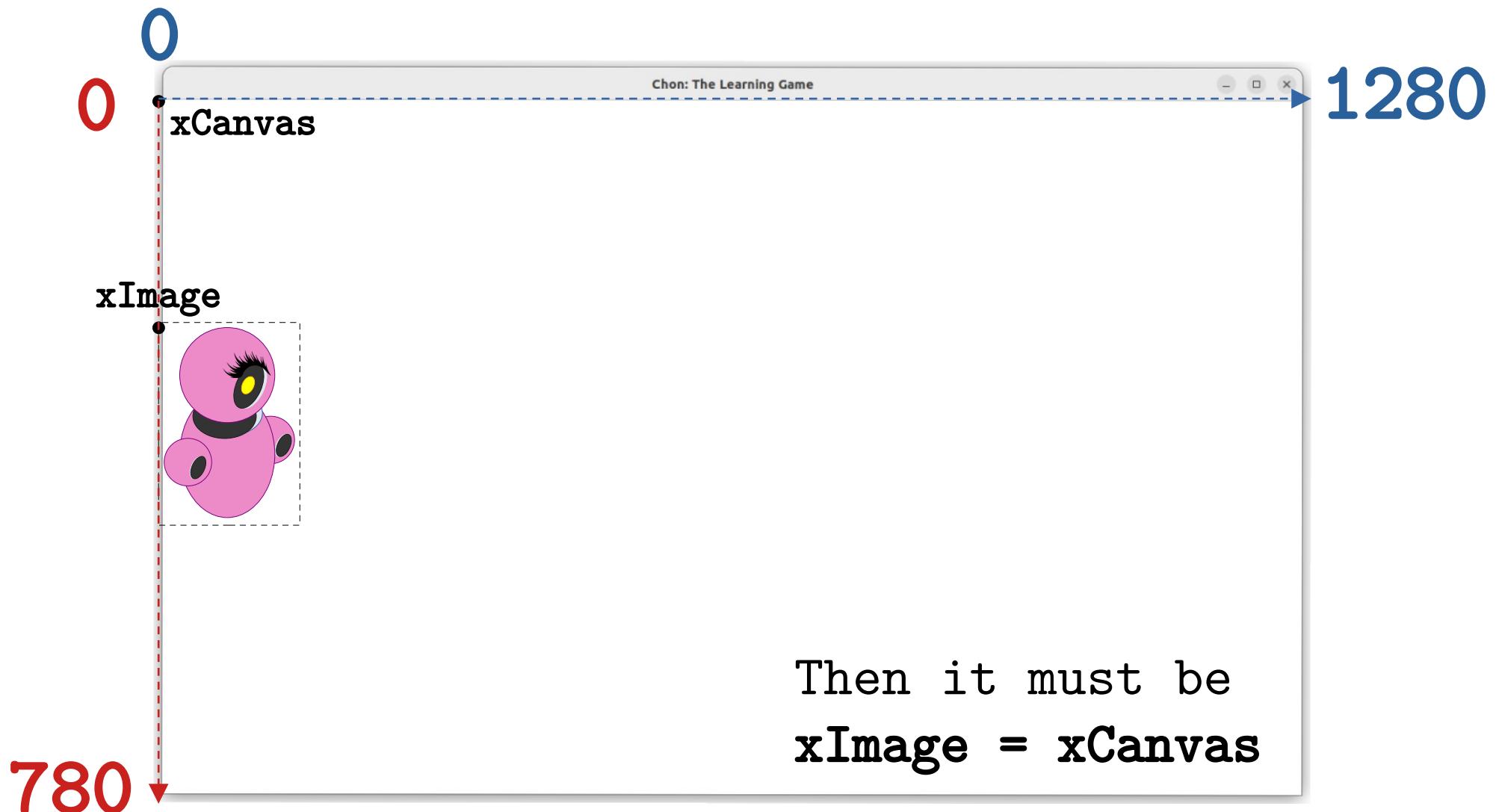
Defining Boundaries at the LEFT



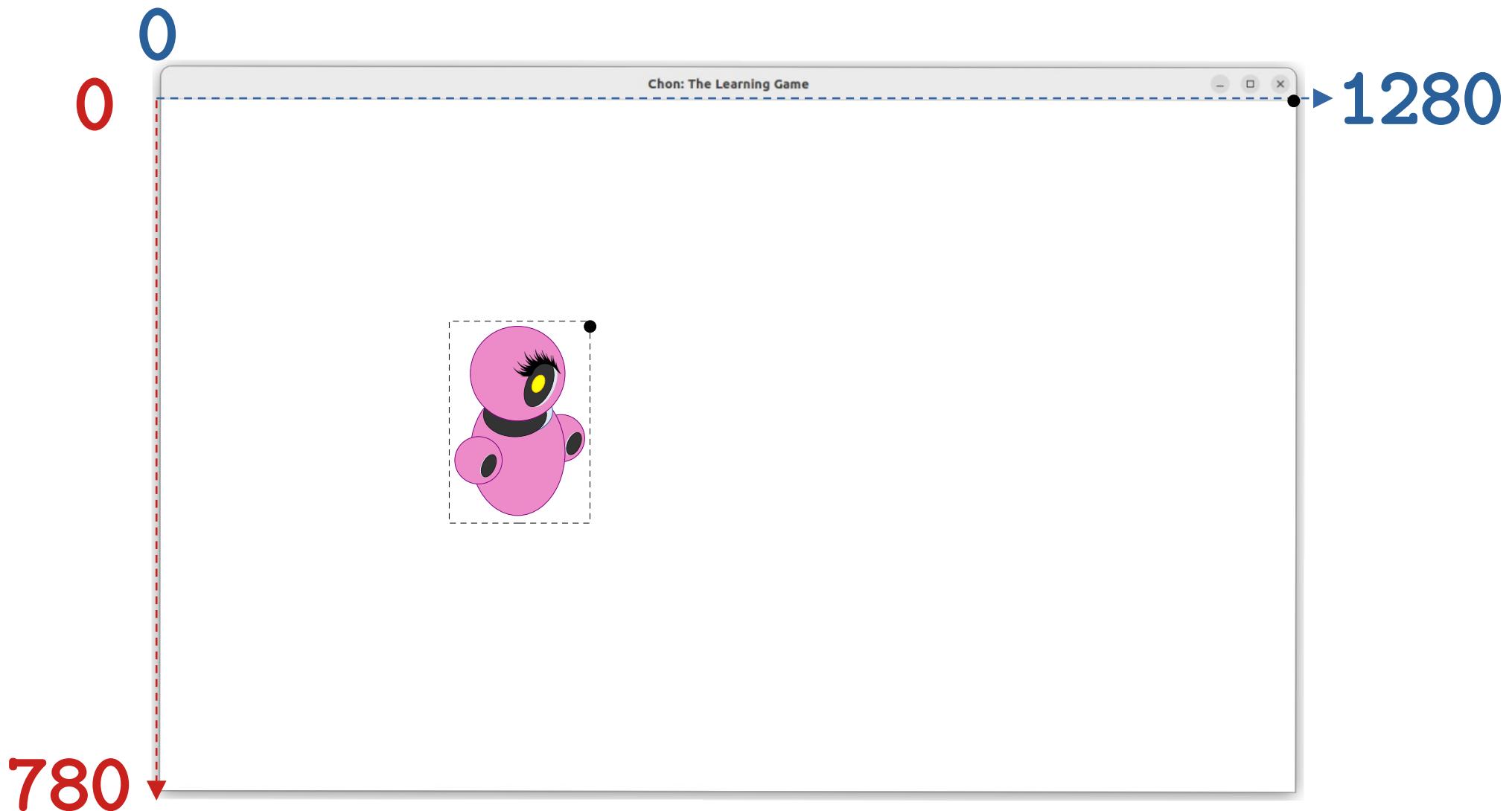
Defining Boundaries at the LEFT



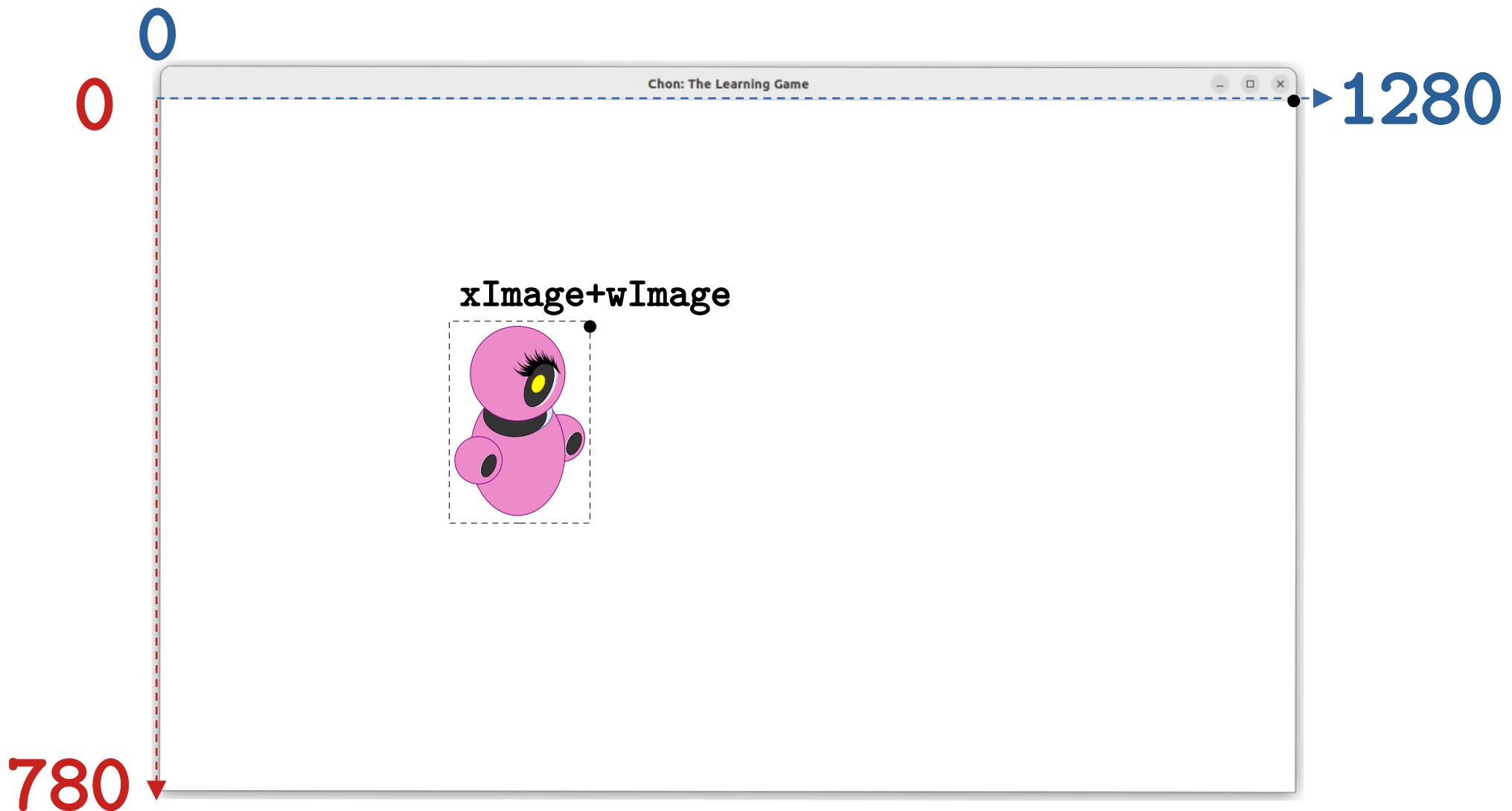
Defining Boundaries at the LEFT



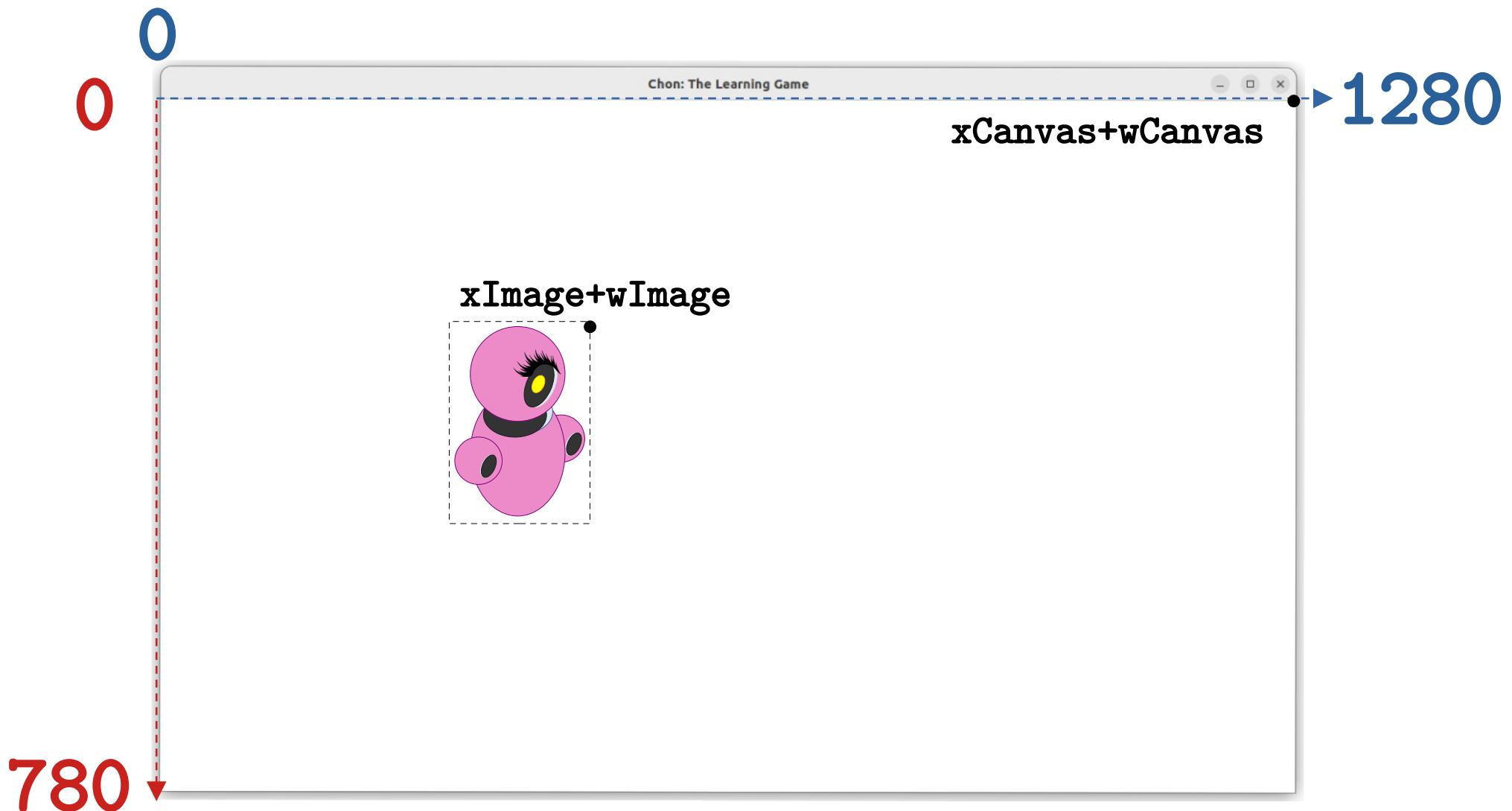
Defining Boundaries at the RIGHT



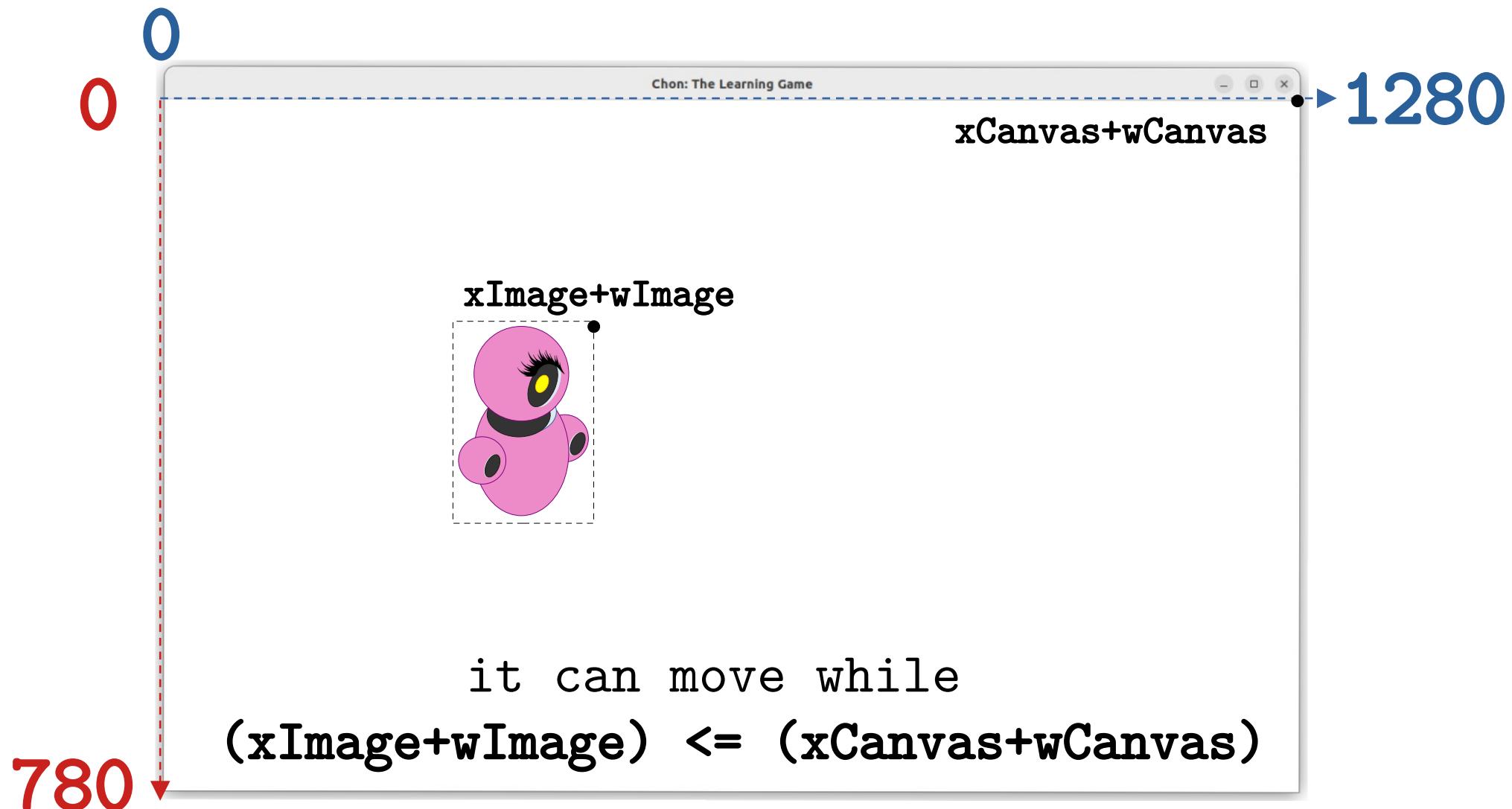
Defining Boundaries at the RIGHT



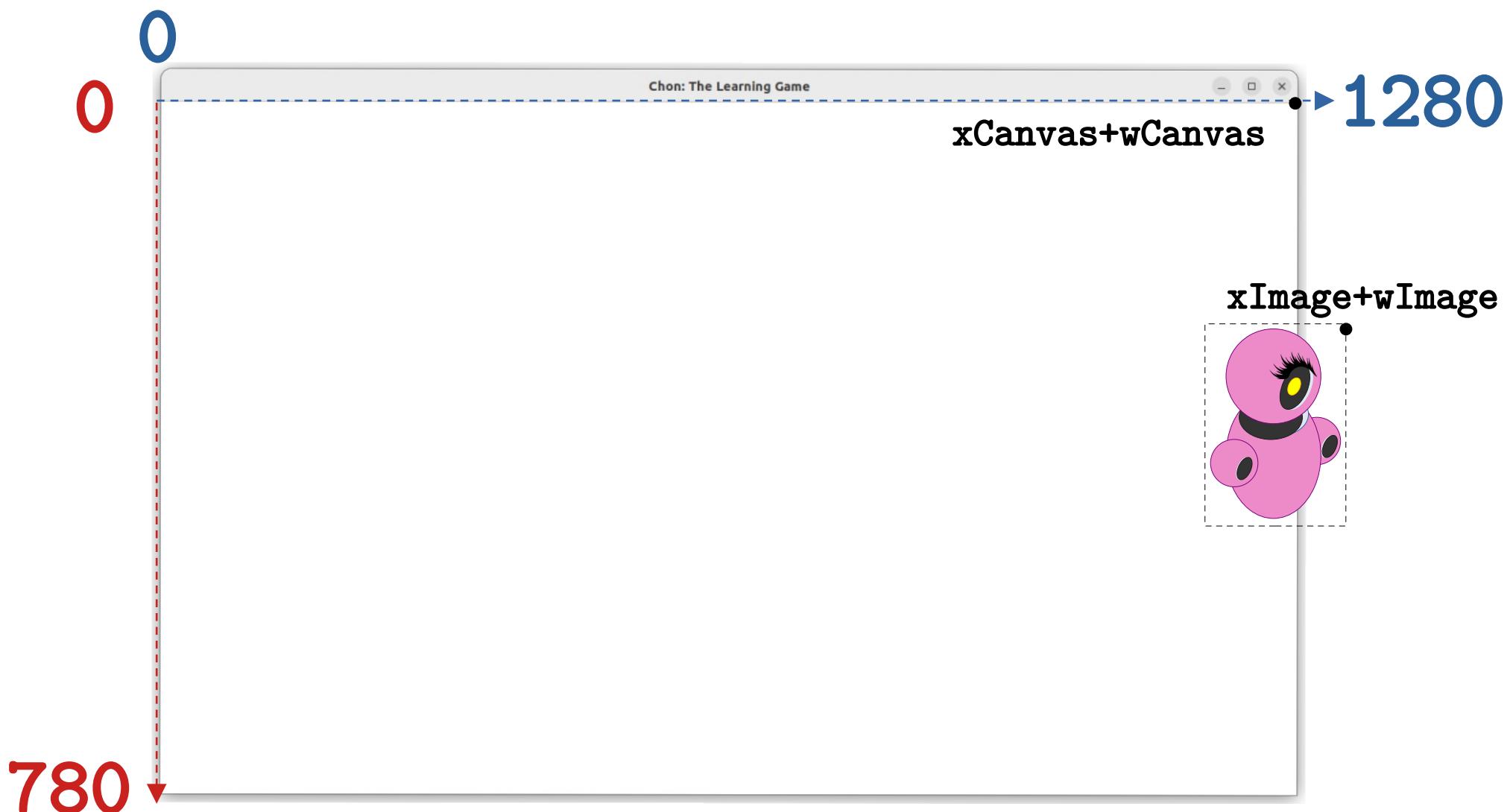
Defining Boundaries at the RIGHT



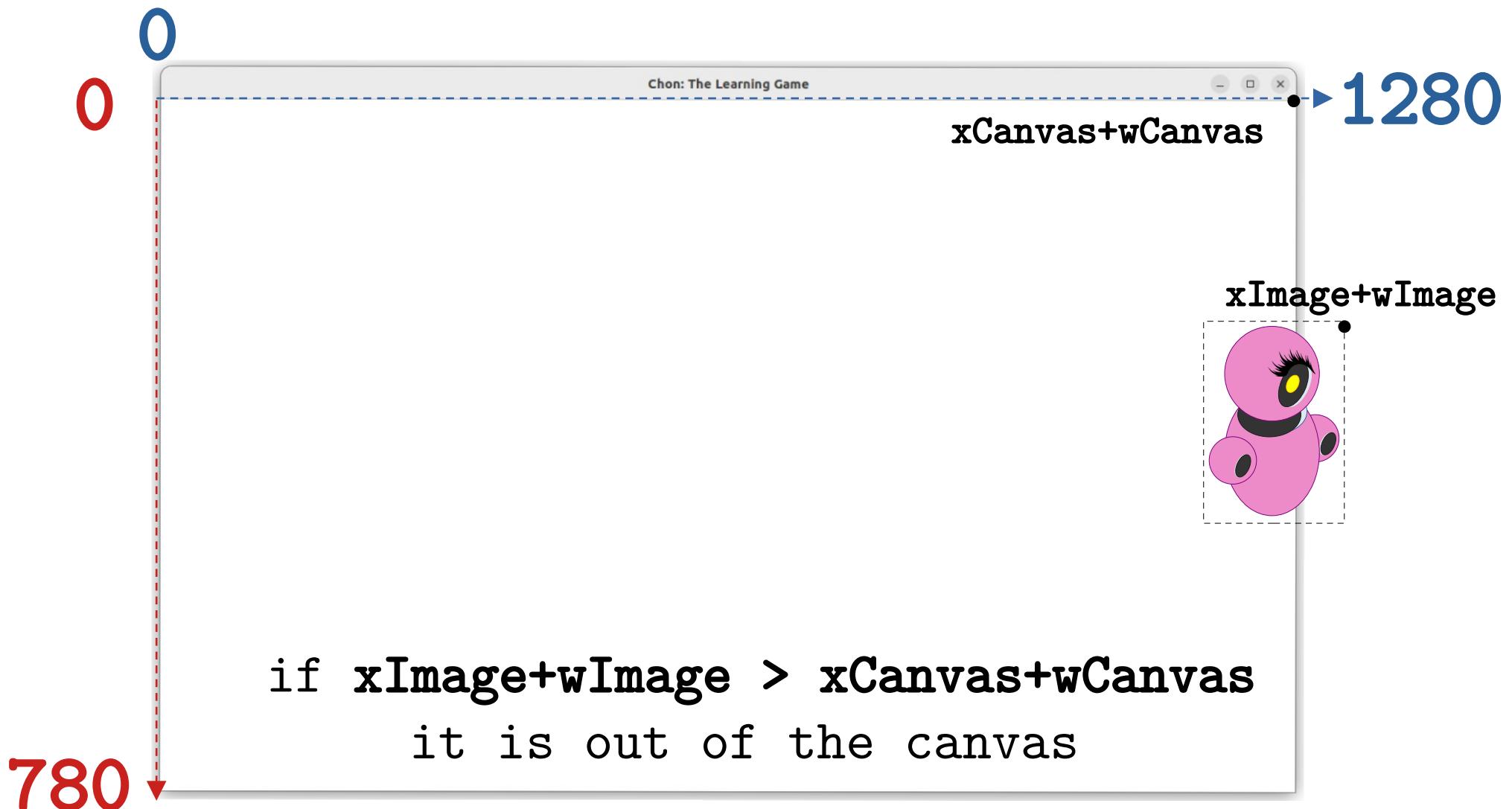
Defining Boundaries at the RIGHT



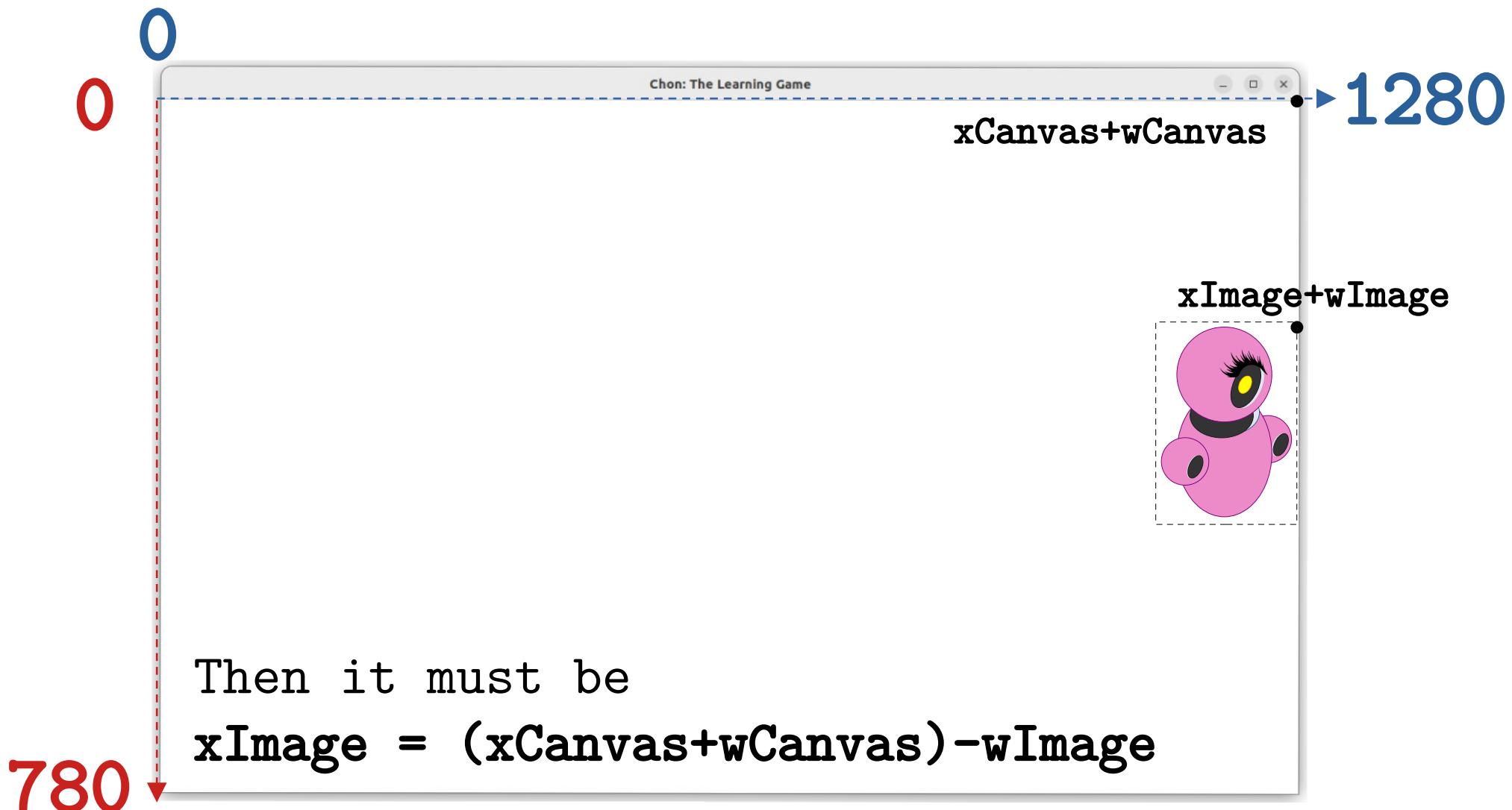
Defining Boundaries at the RIGHT



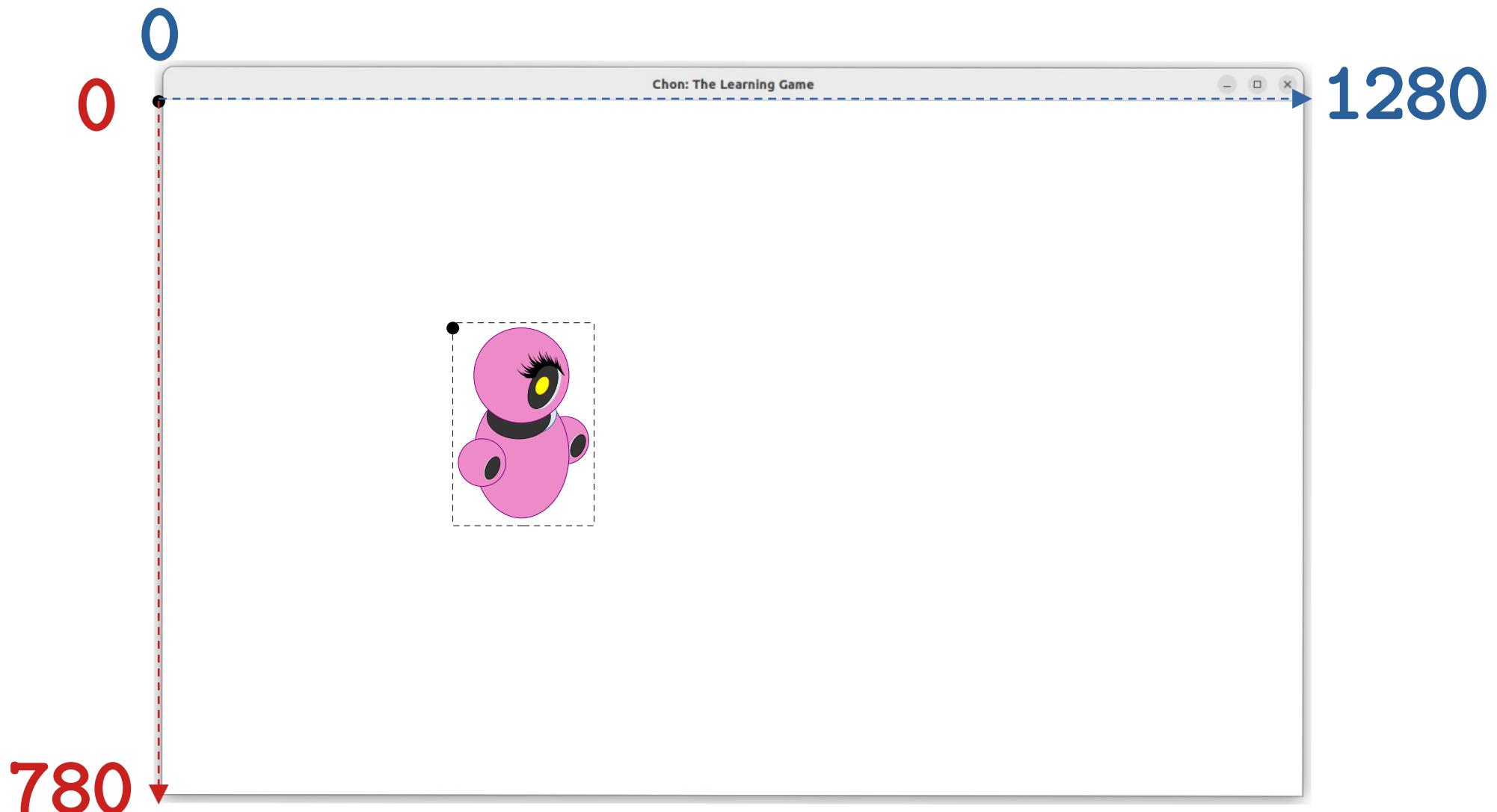
Defining Boundaries at the RIGHT



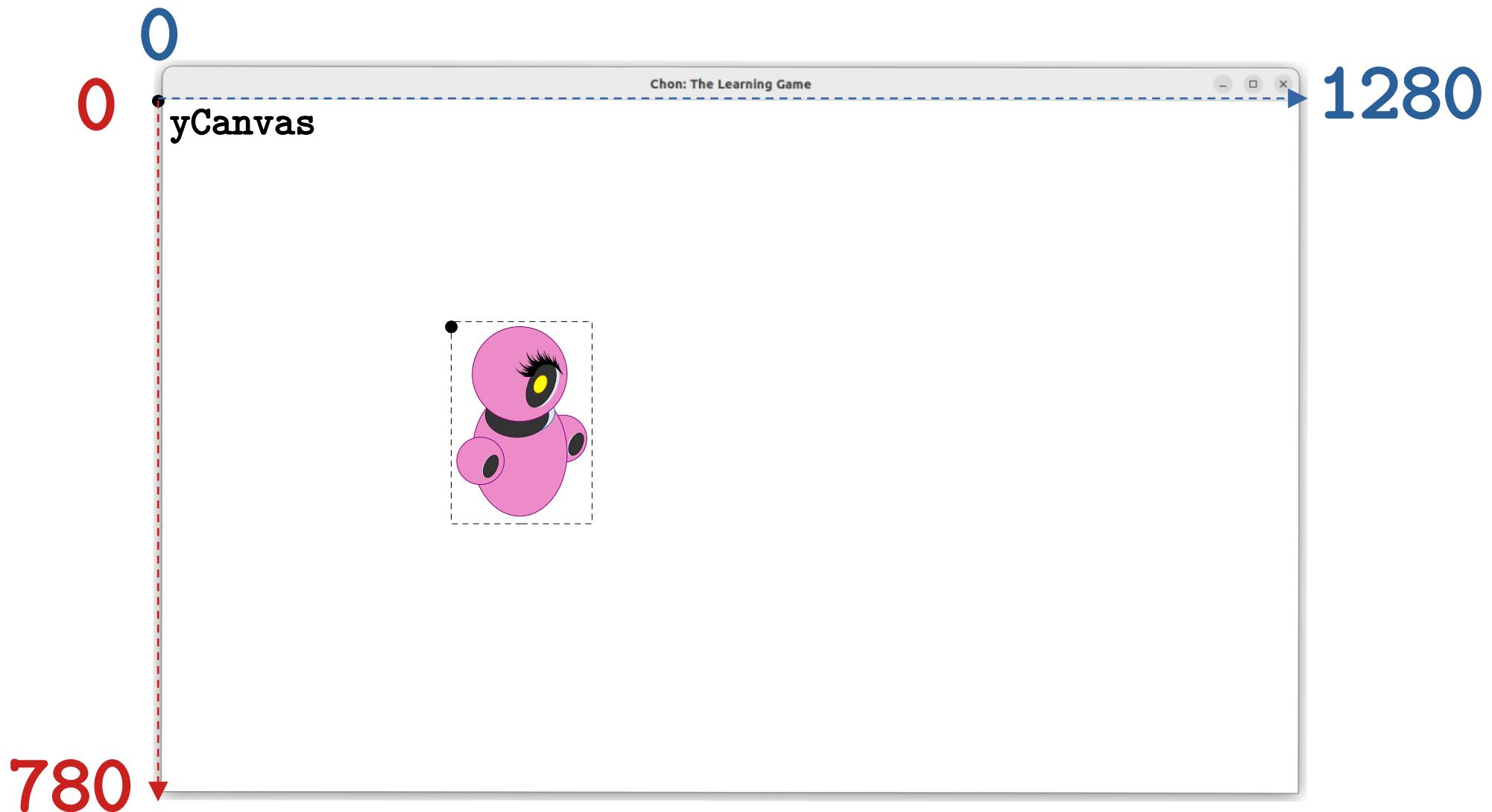
Defining Boundaries at the RIGHT



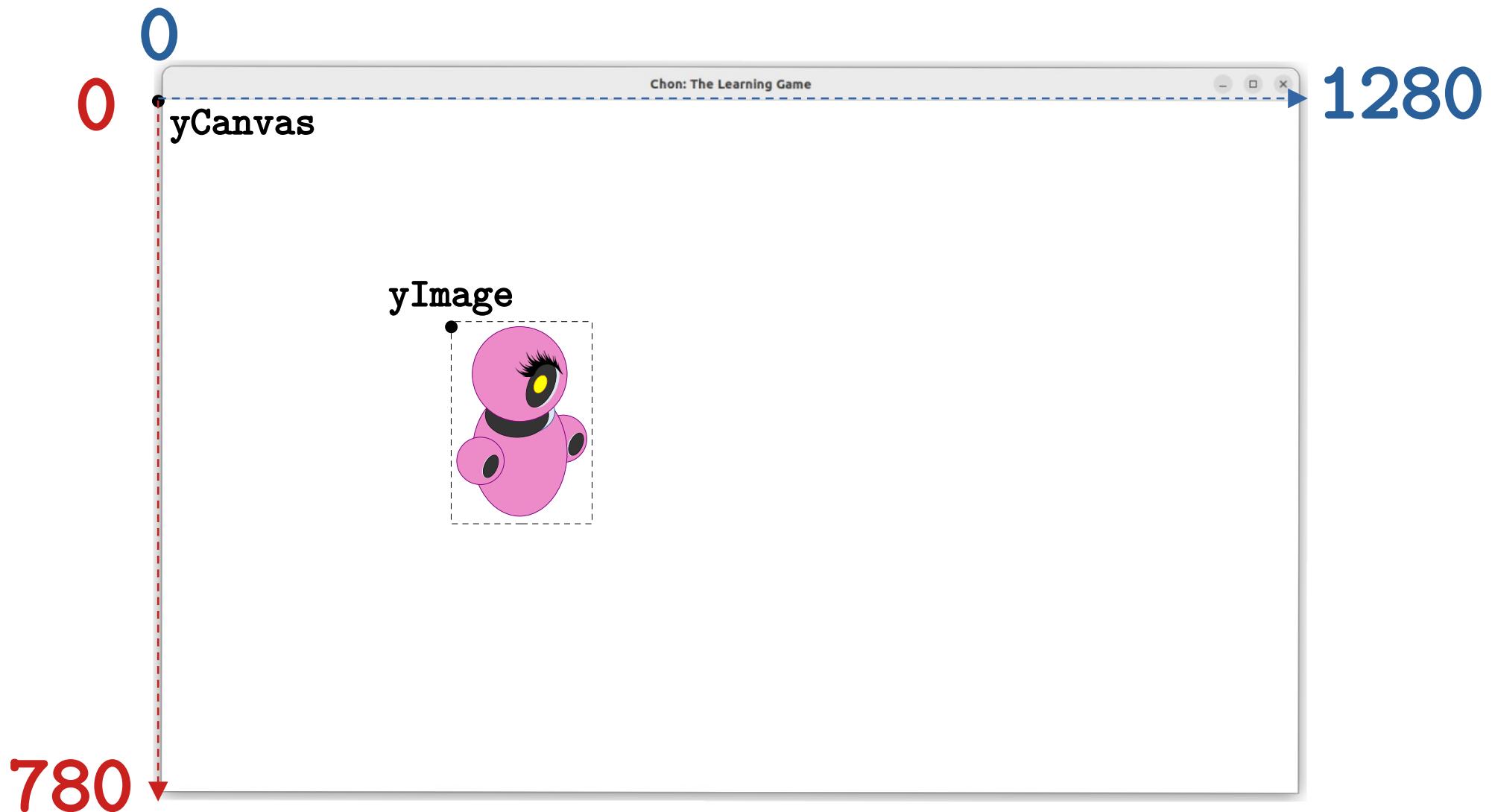
Defining Boundaries at the TOP



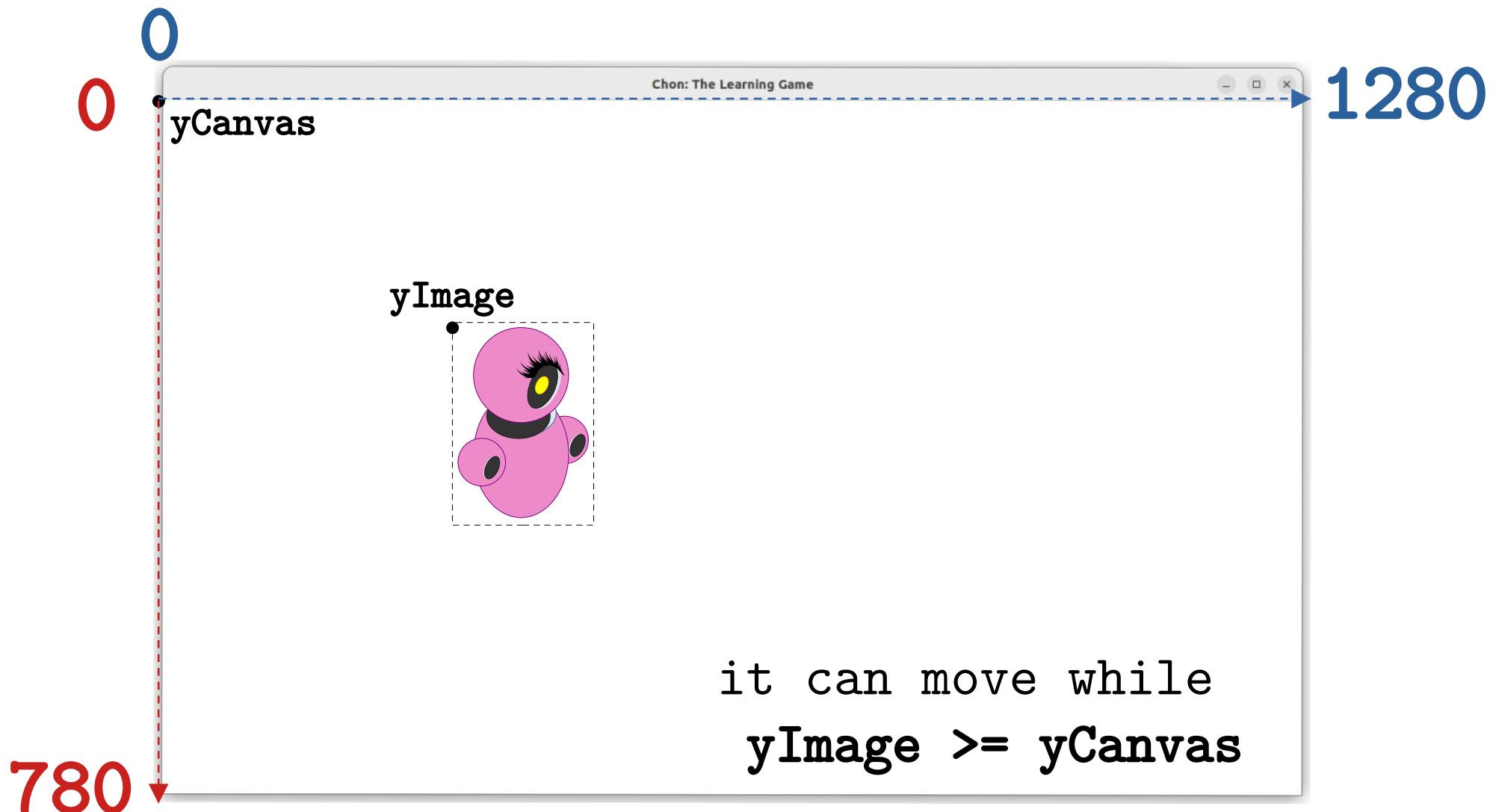
Defining Boundaries at the TOP



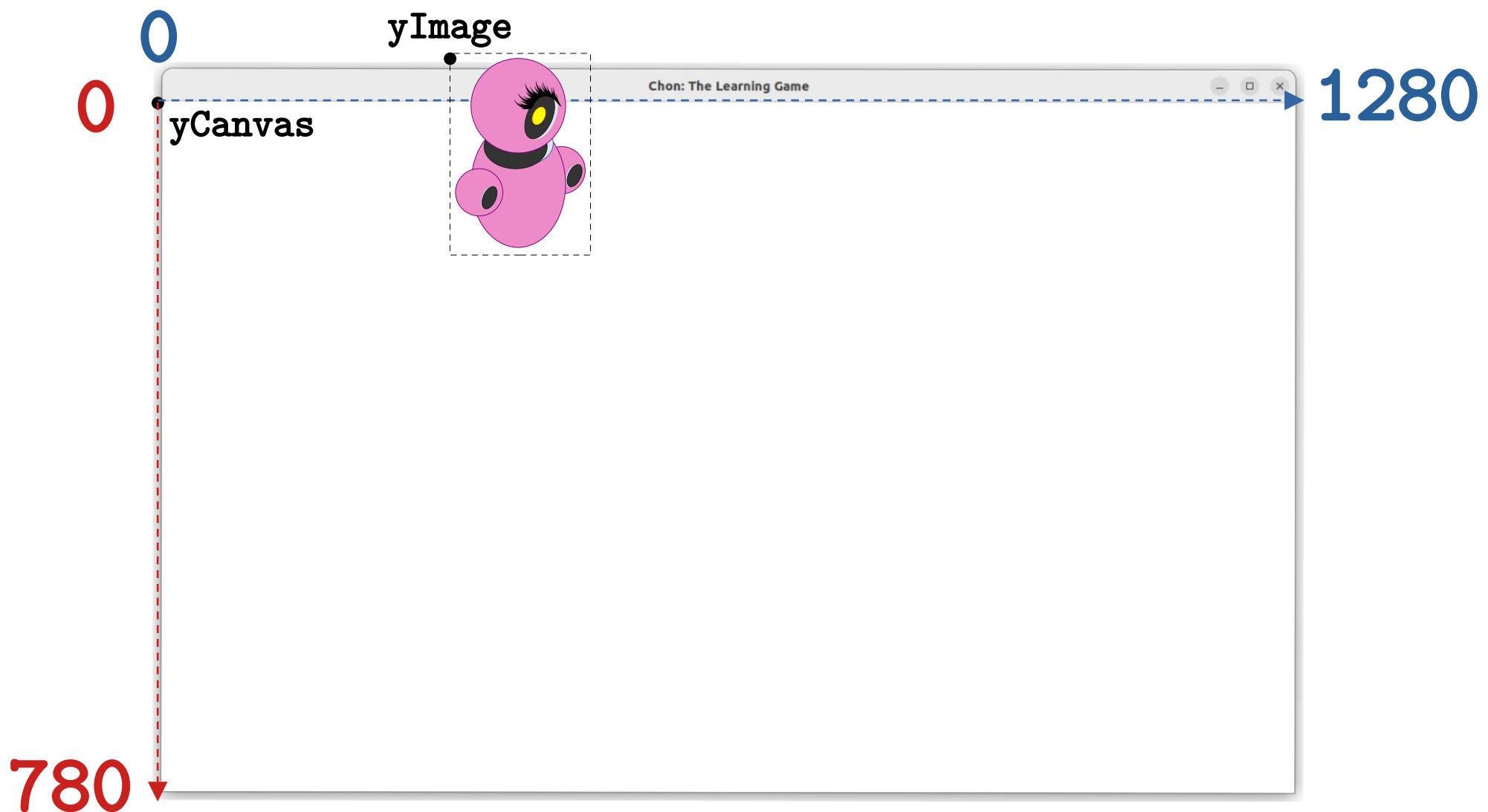
Defining Boundaries at the TOP



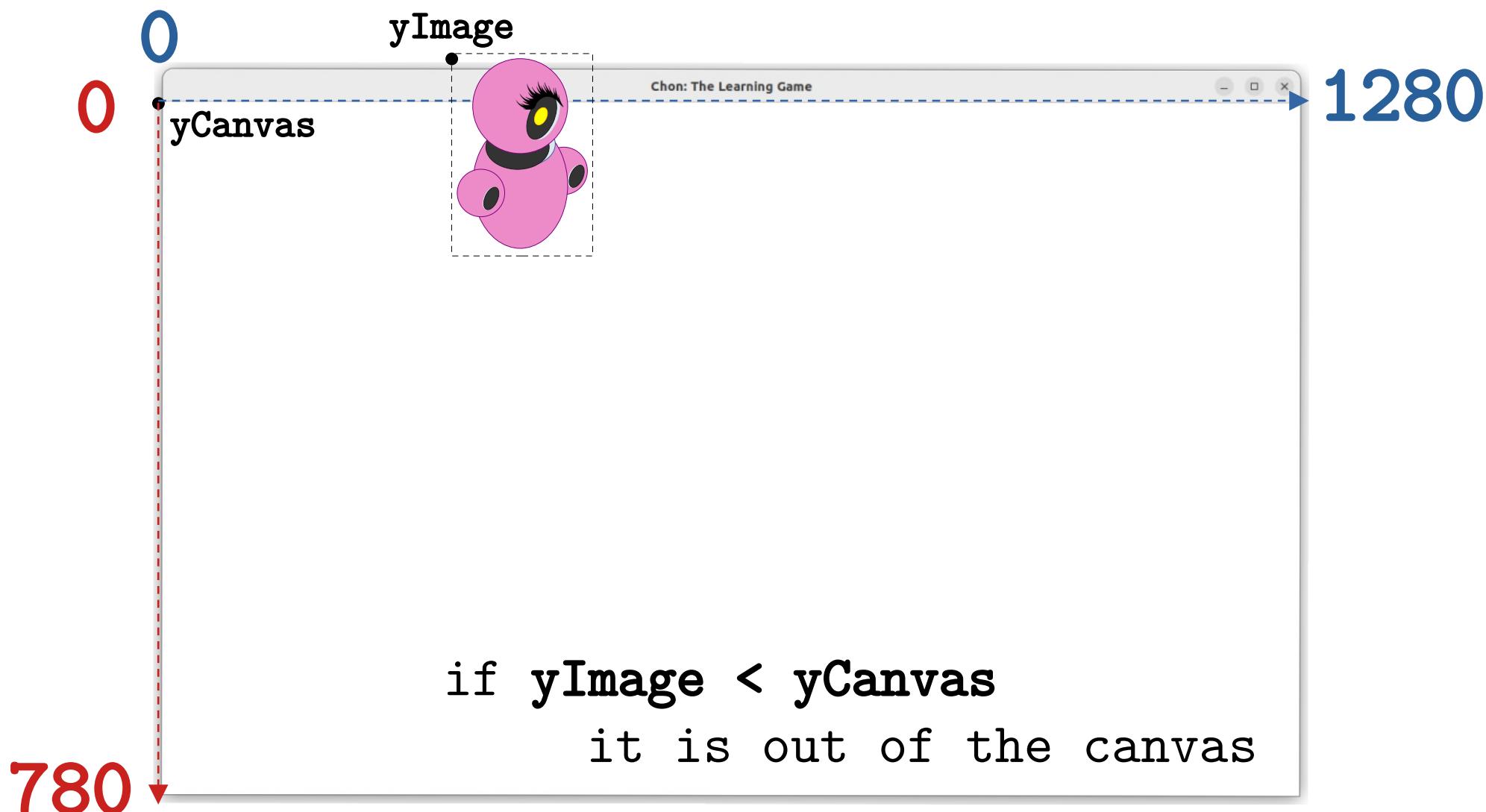
Defining Boundaries at the TOP



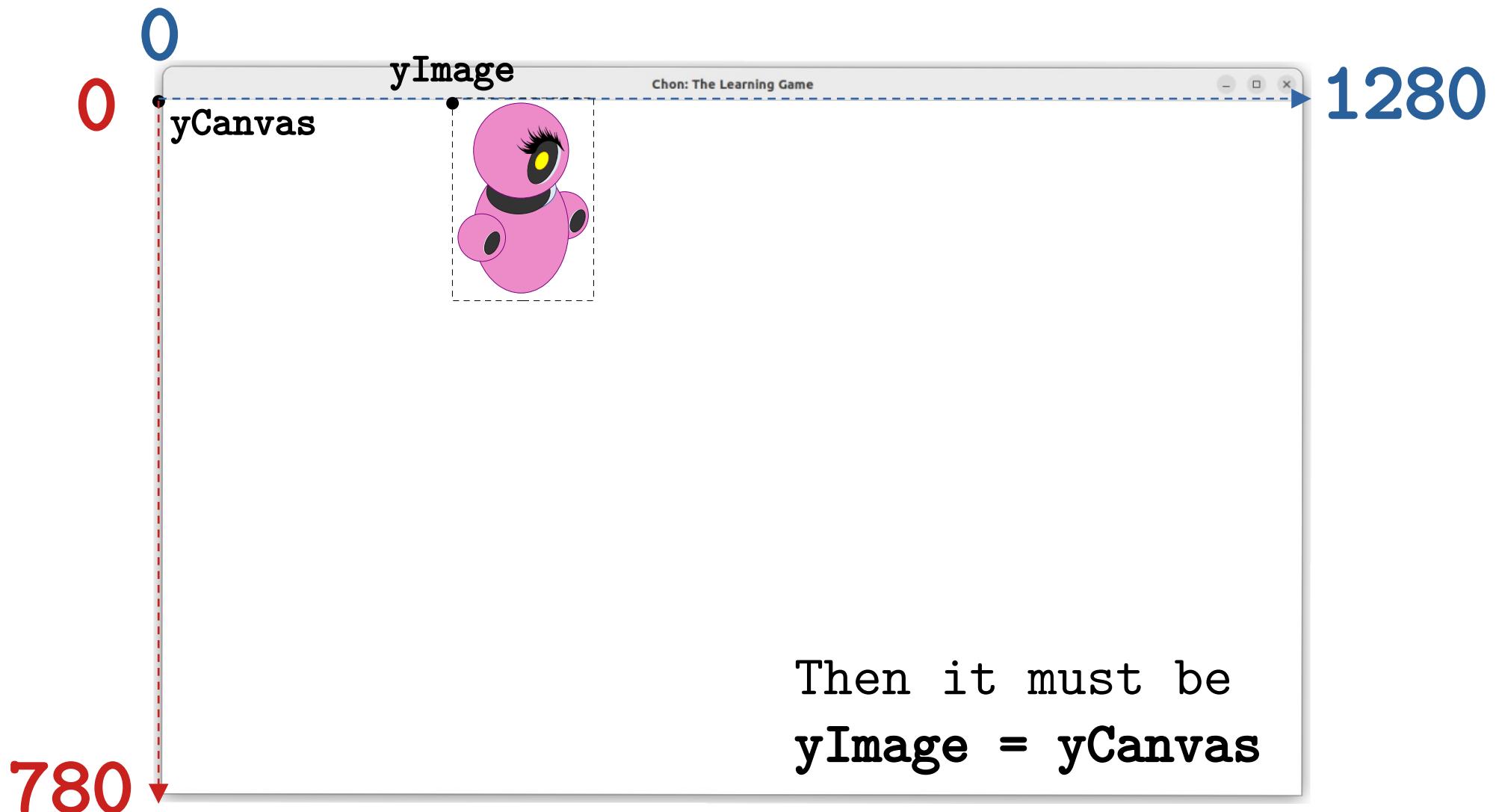
Defining Boundaries at the TOP



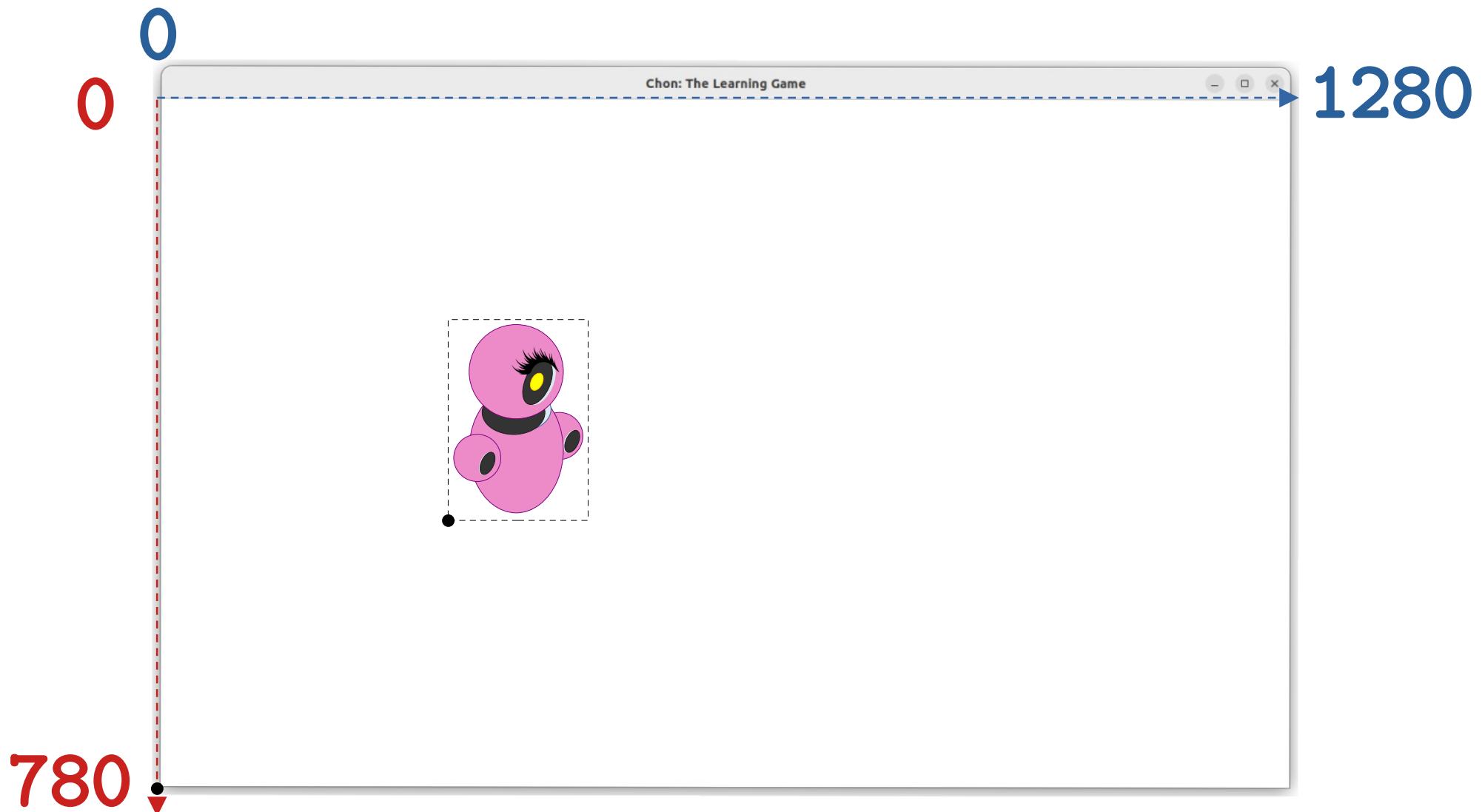
Defining Boundaries at the TOP



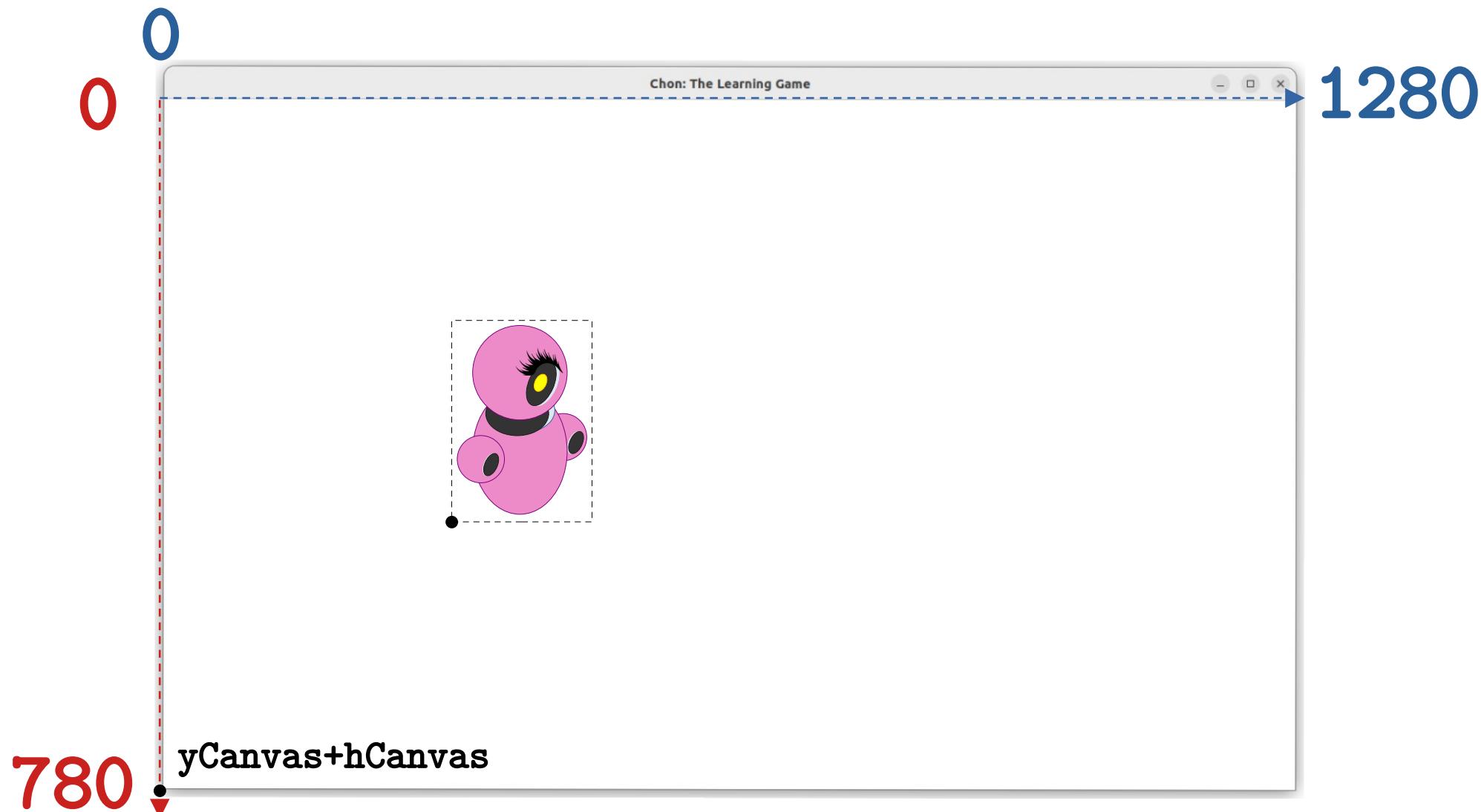
Defining Boundaries at the TOP



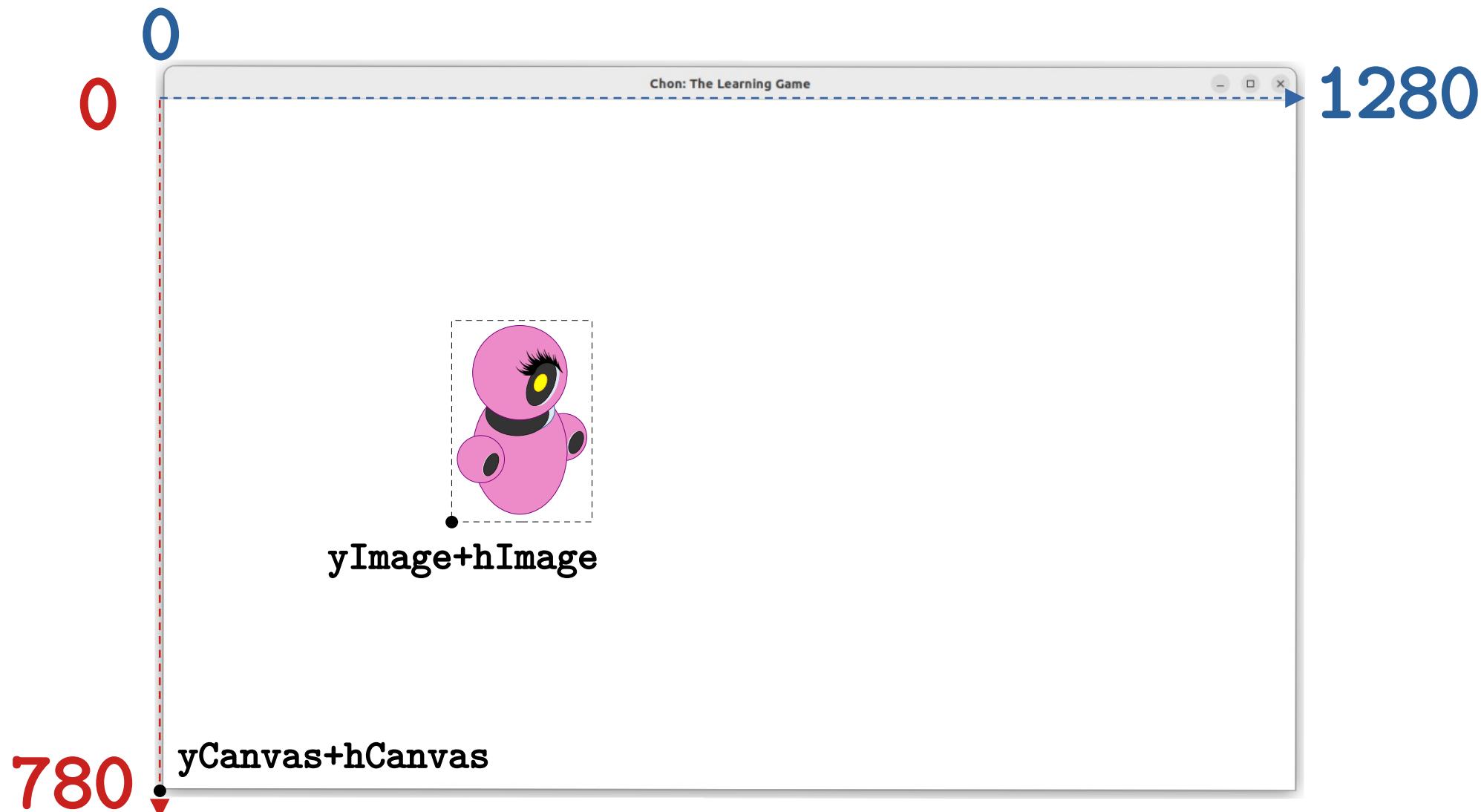
Defining Boundaries at the BOTTOM



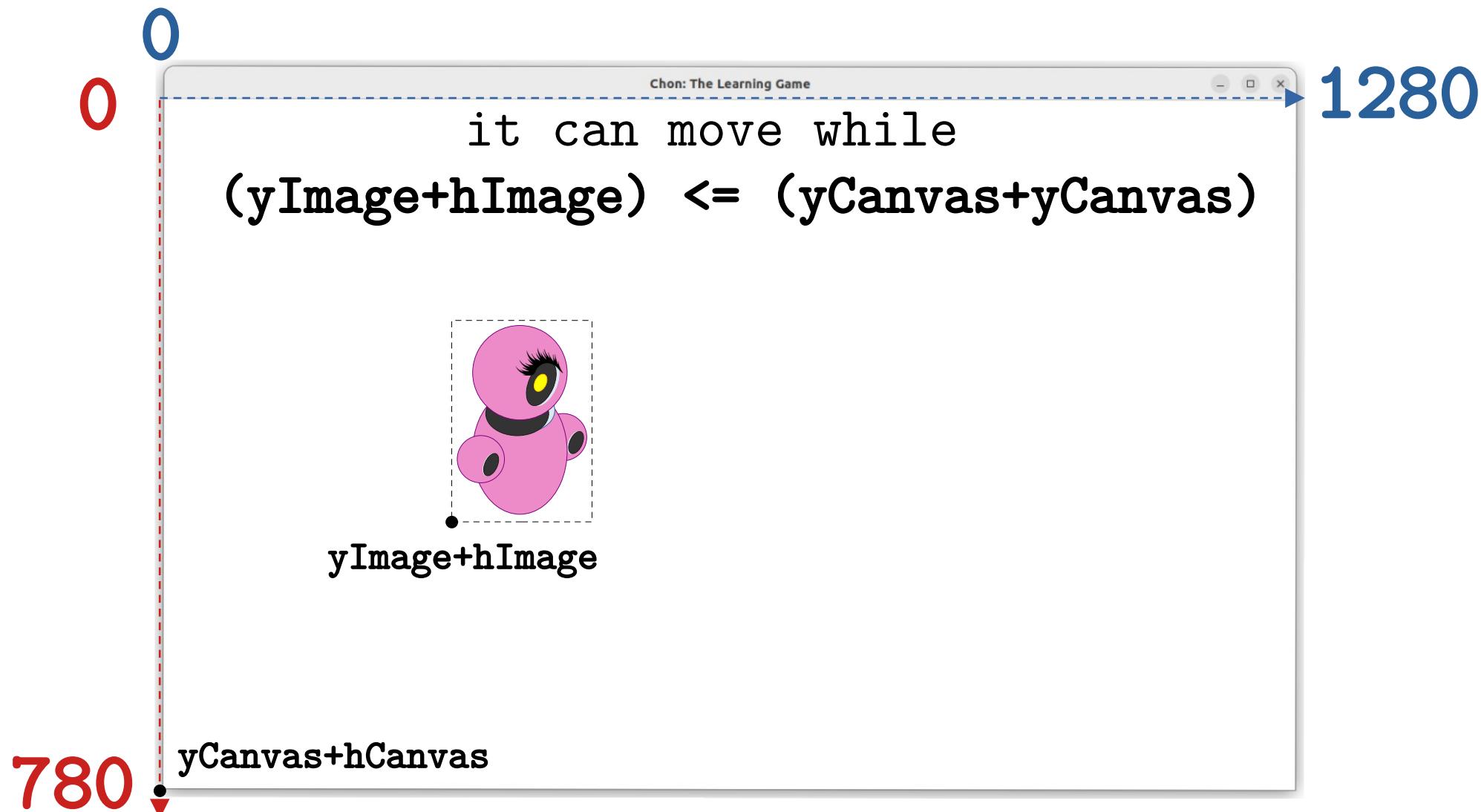
Defining Boundaries at the BOTTOM



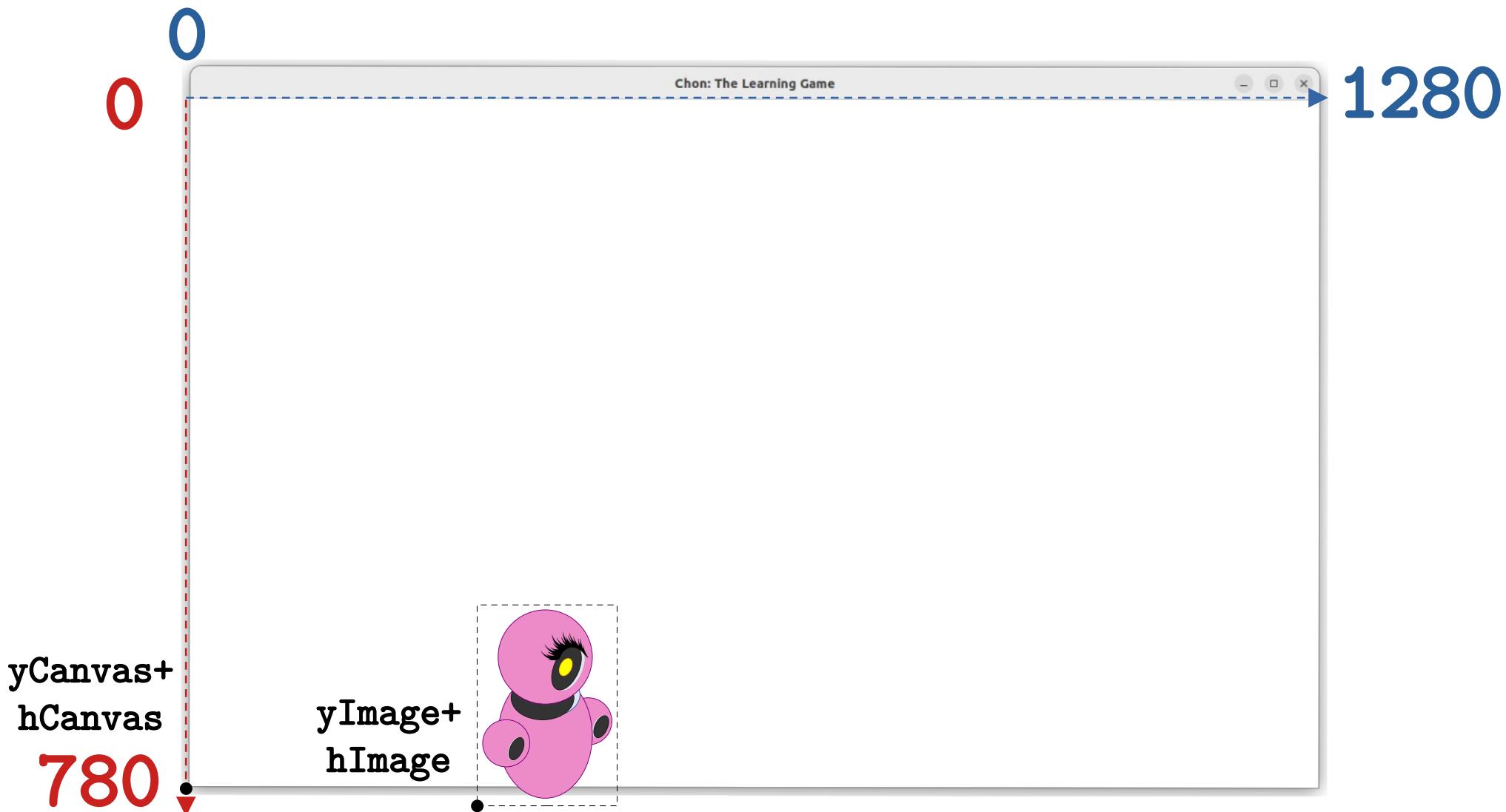
Defining Boundaries at the BOTTOM



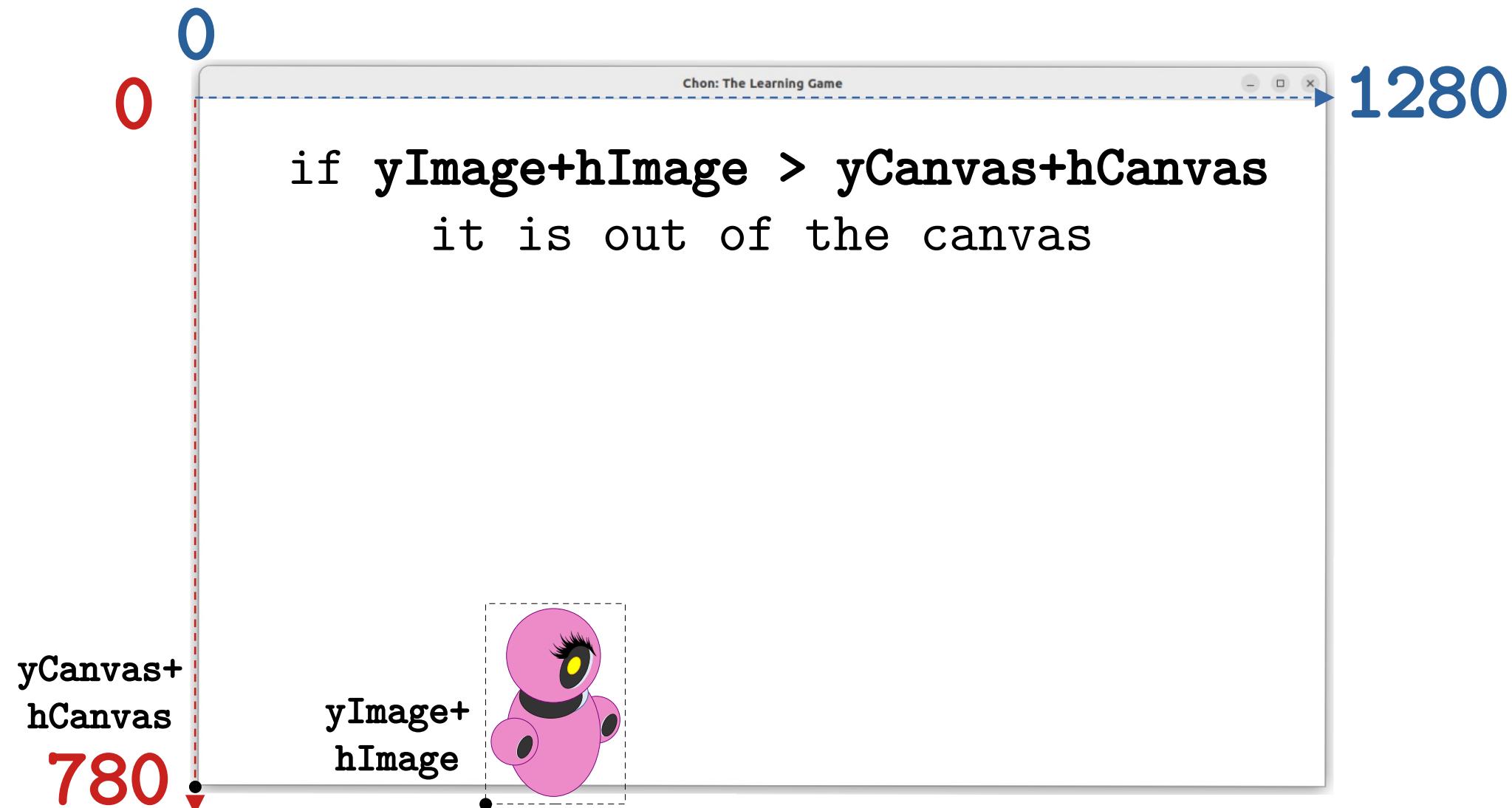
Defining Boundaries at the BOTTOM



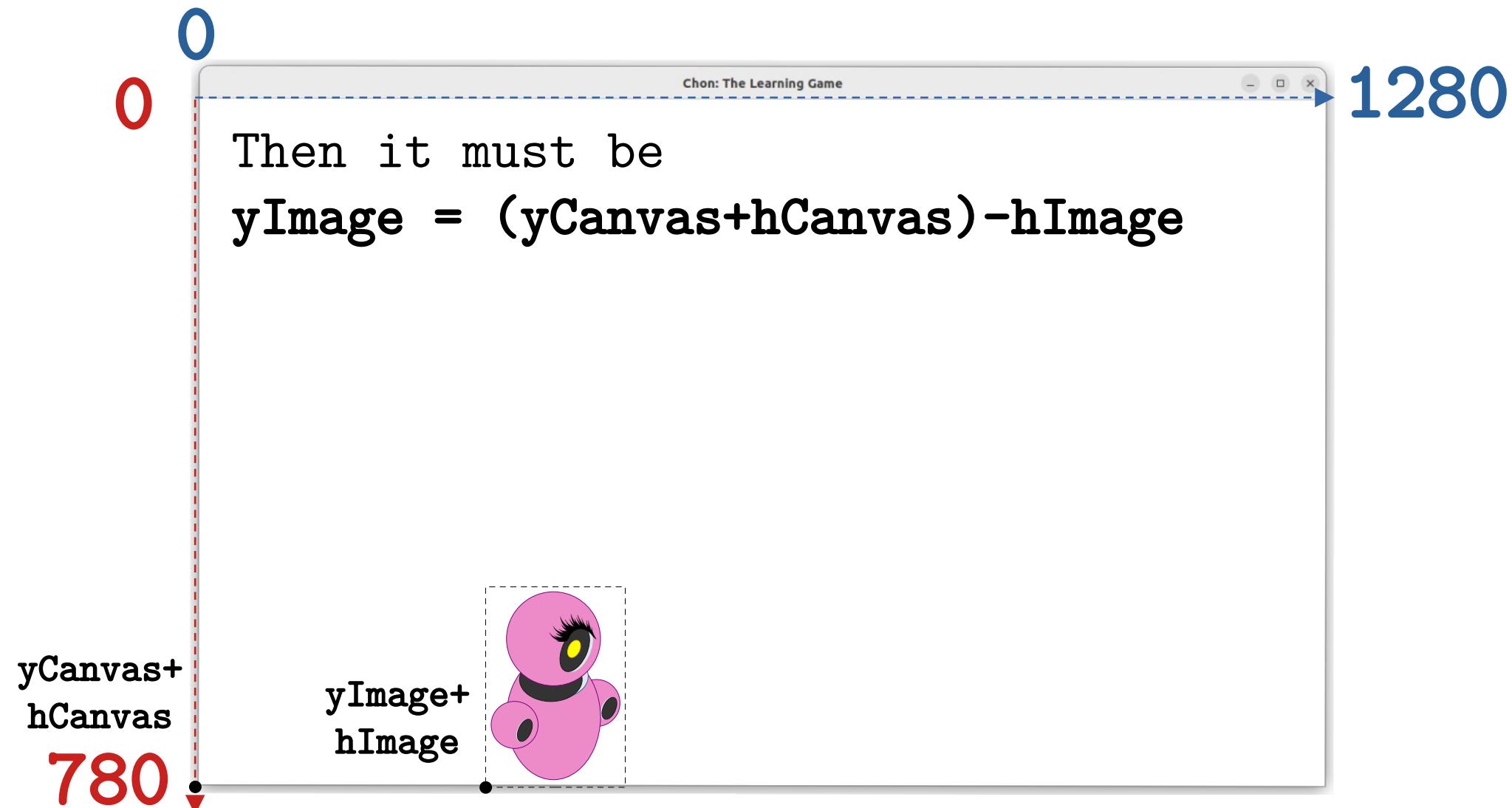
Defining Boundaries at the BOTTOM



Defining Boundaries at the BOTTOM



Defining Boundaries at the BOTTOM



Printing a Status Panel



Printing a Status Panel



Image Overlapping

The order in which you place the **Image** matters.

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```
gc.drawImage(chonBot, x:920, y:440, wImageBot, hImageBot);  
gc.drawImage(chonBota, x:400, y:390, wImageBot, hImageBot);
```

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gc.drawImage(chonBota, x:400, y:390, wImageBot, hImageBot);
```

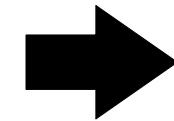


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gc.drawImage(chonBota, x:400, y:390, wImageBot, hImageBot);
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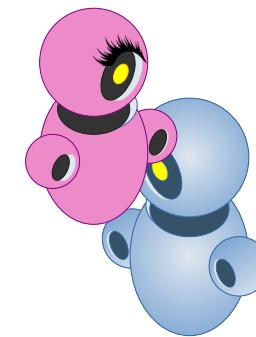
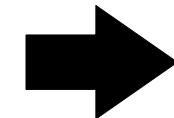


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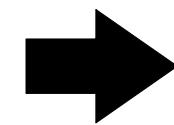


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```

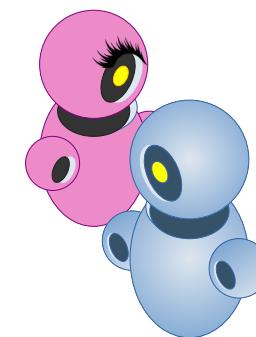
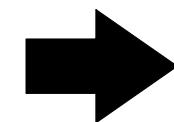


Image Overlapping

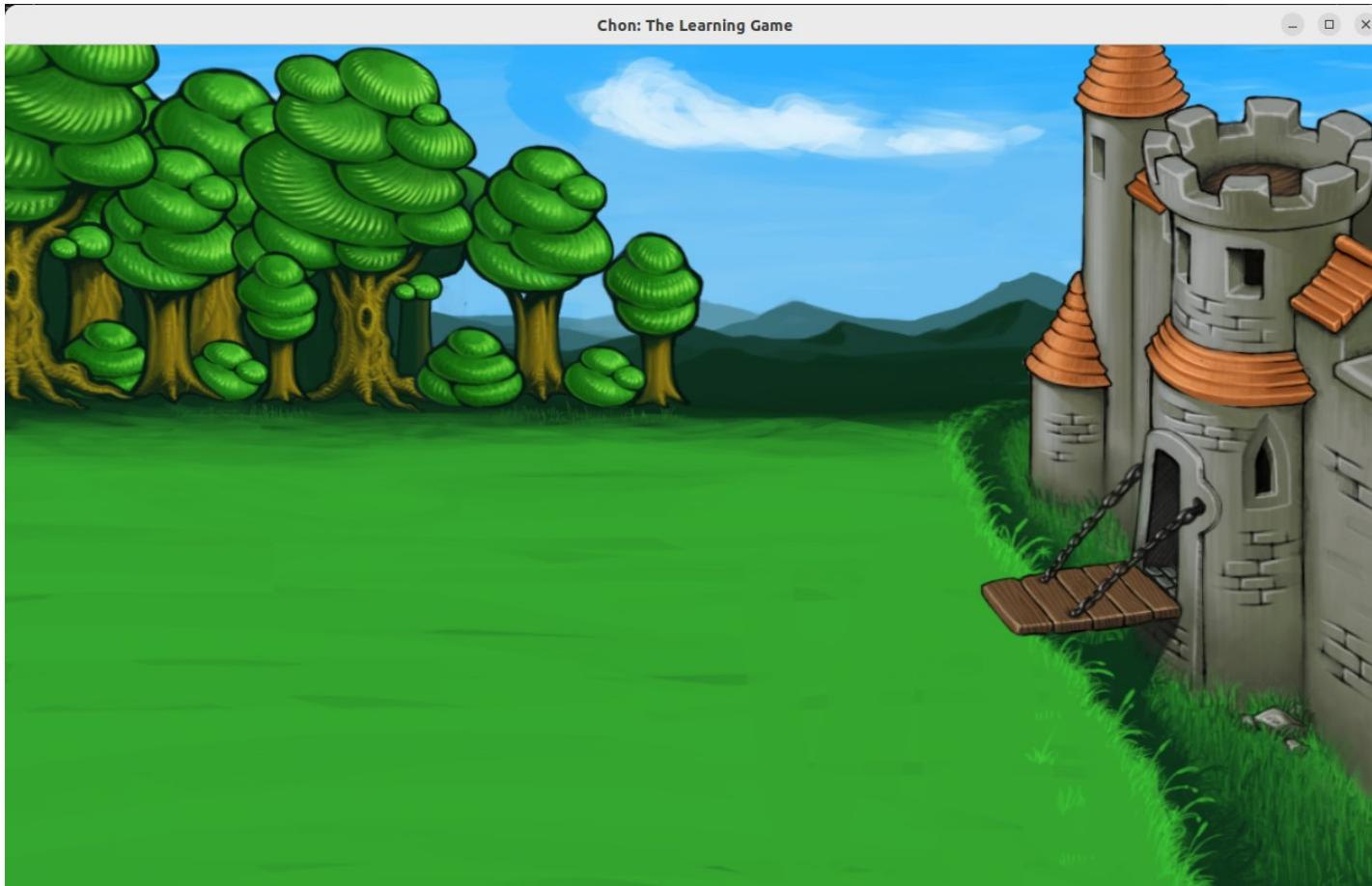


Image Overlapping

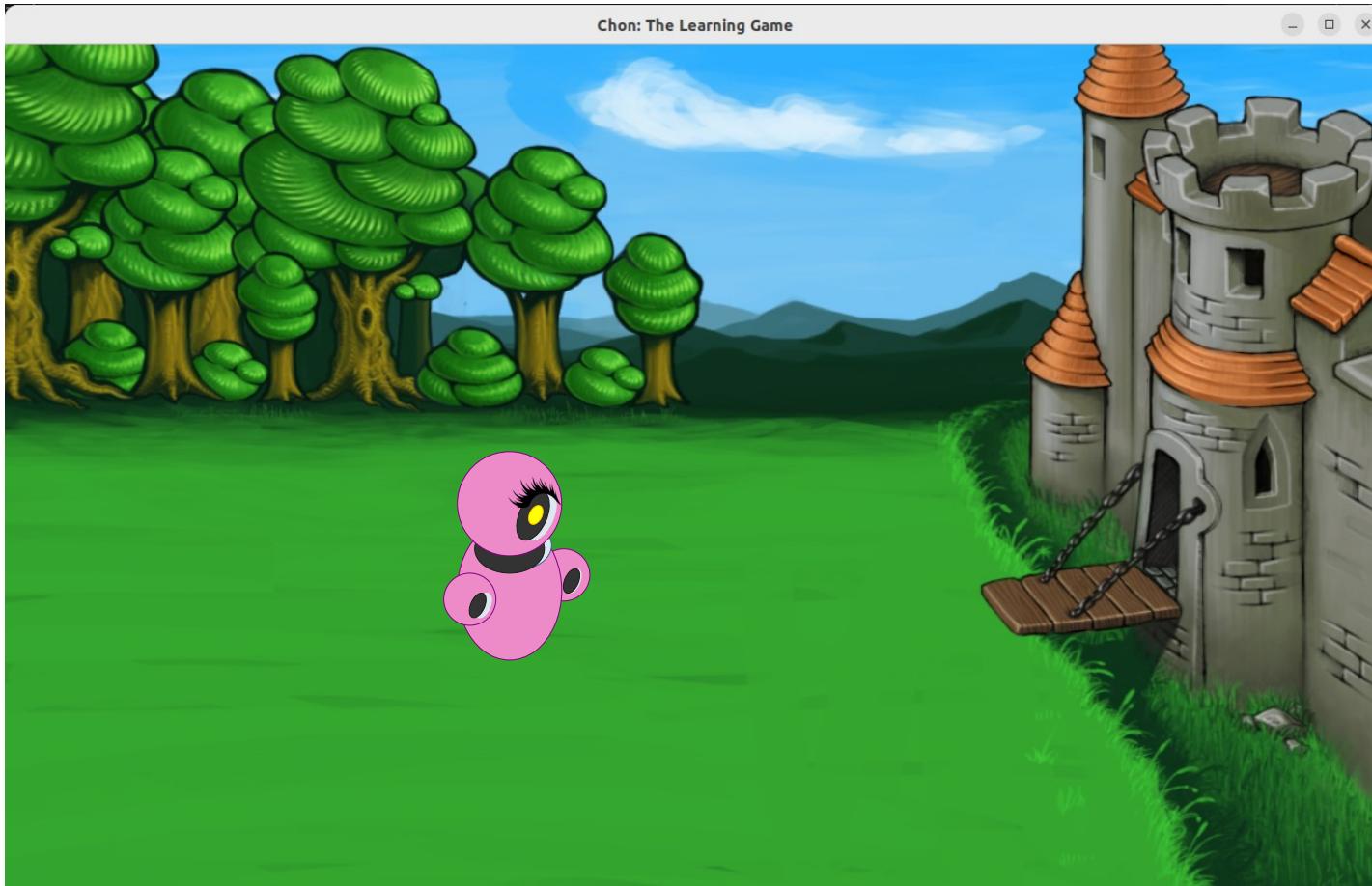
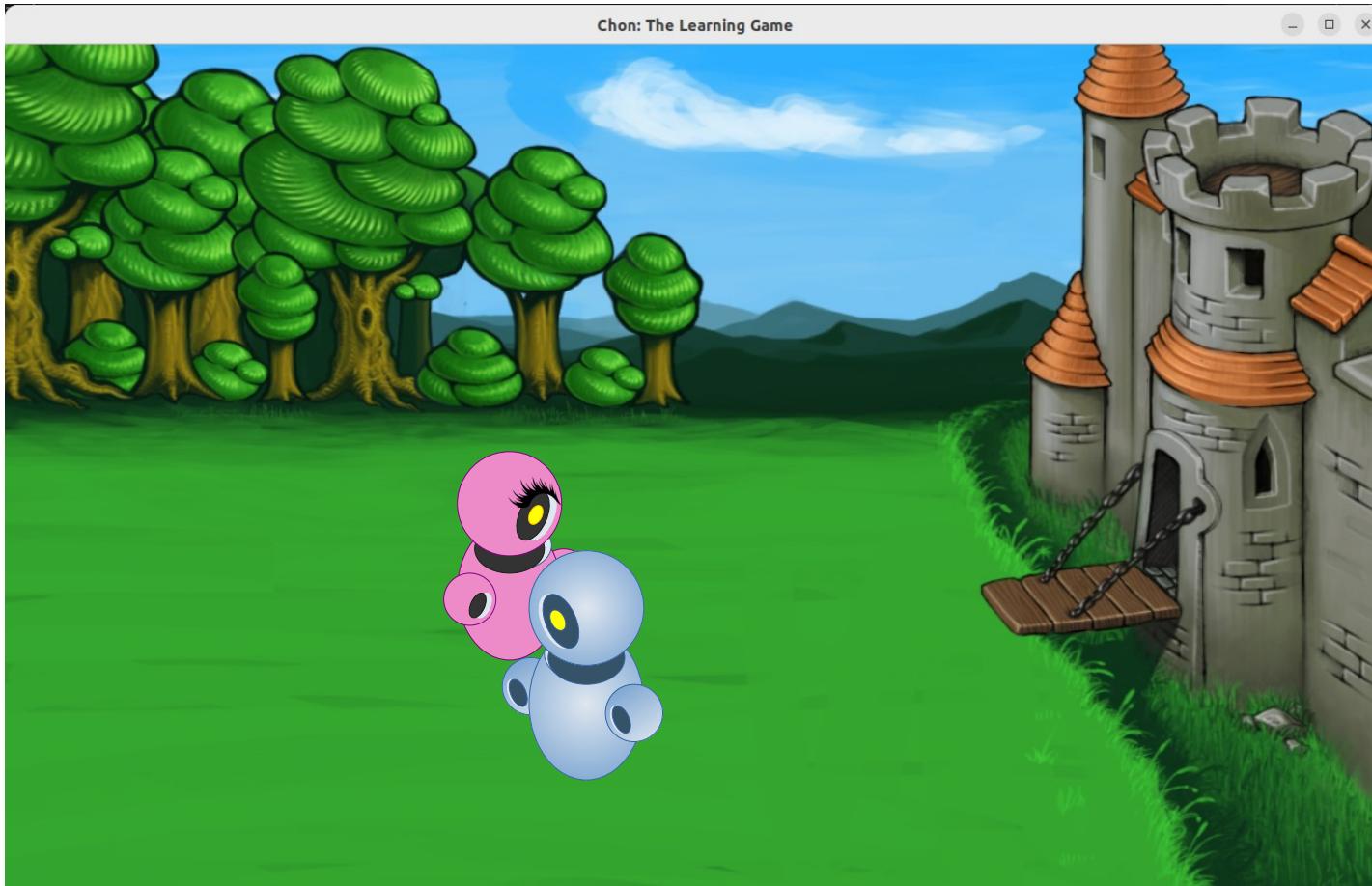
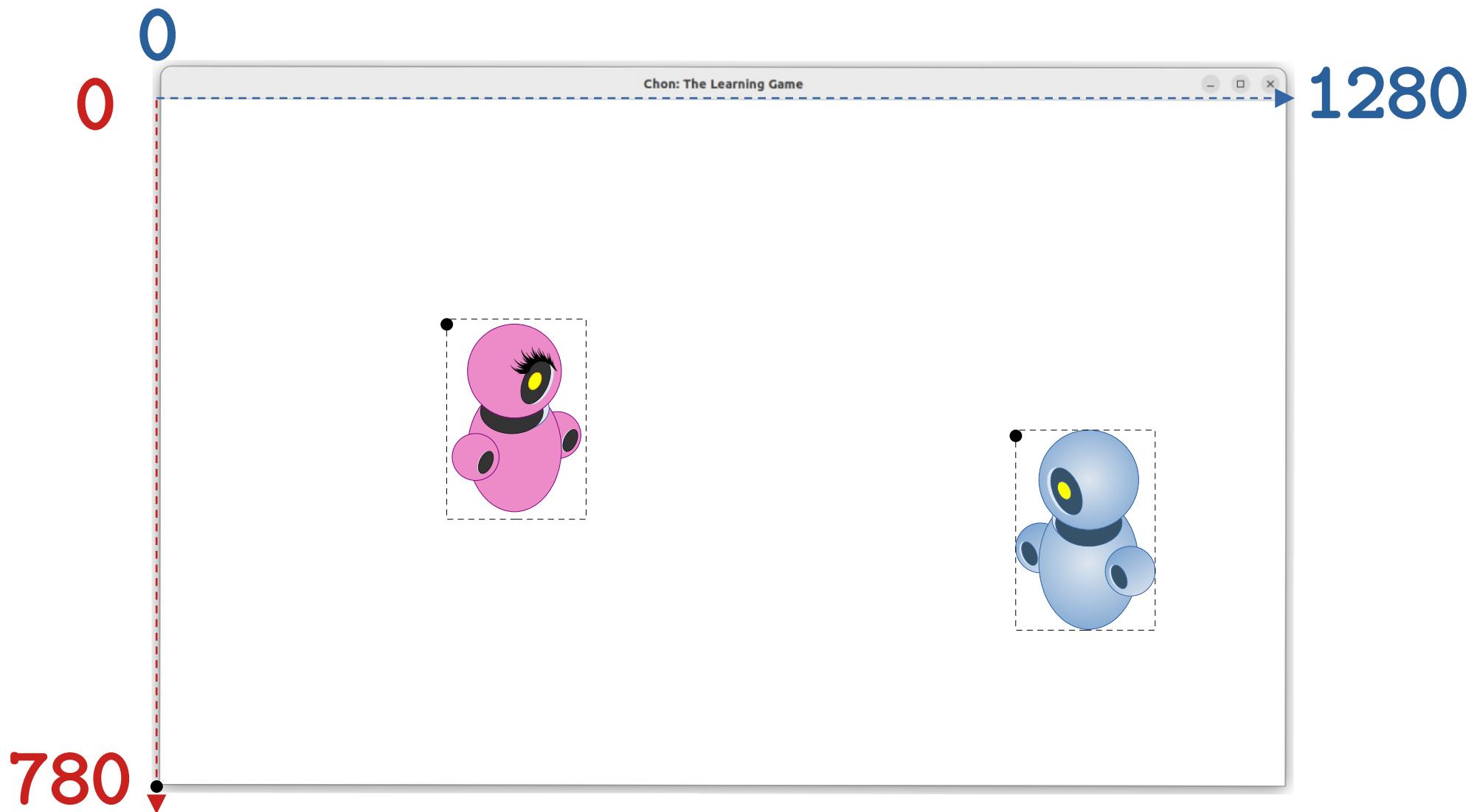


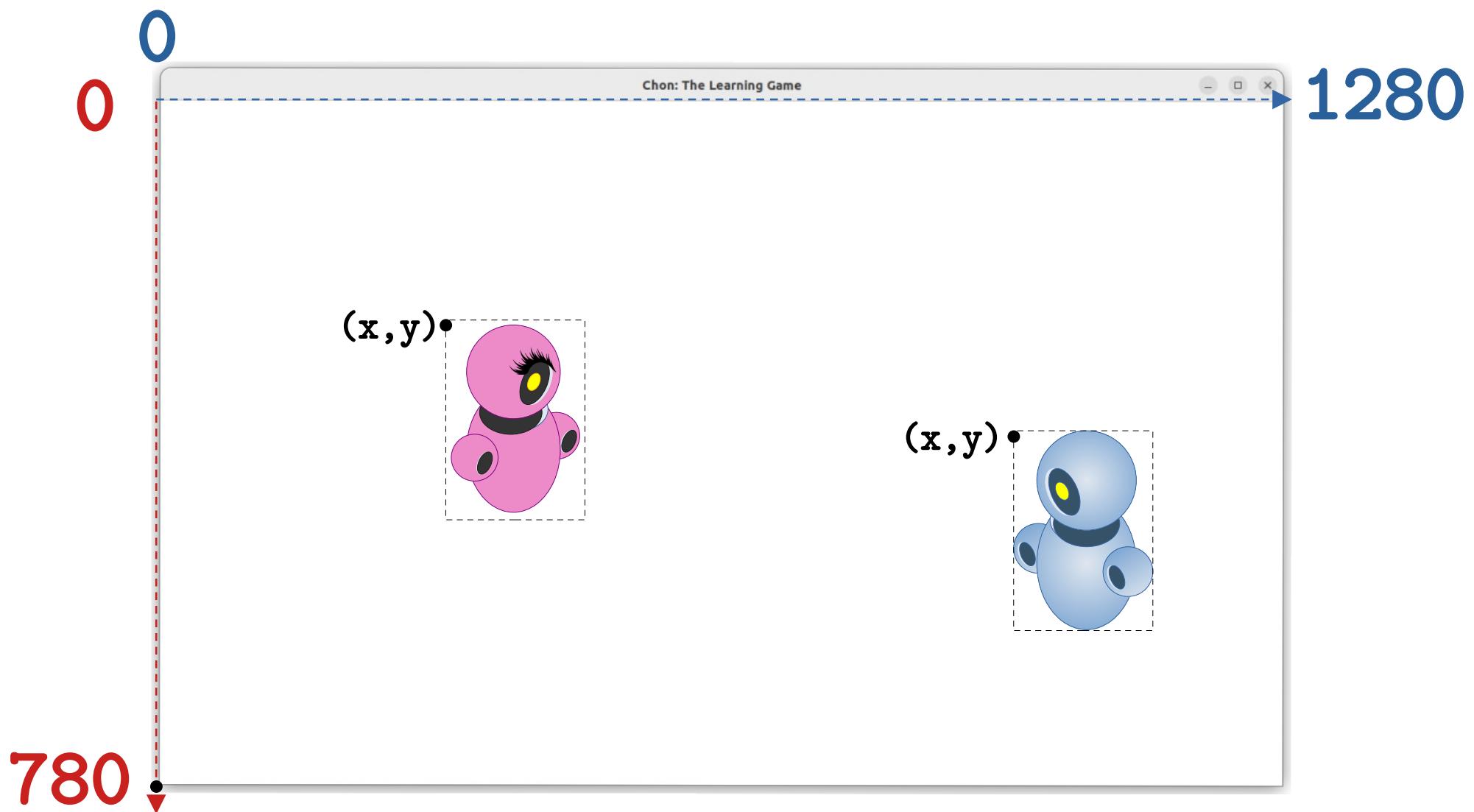
Image Overlapping



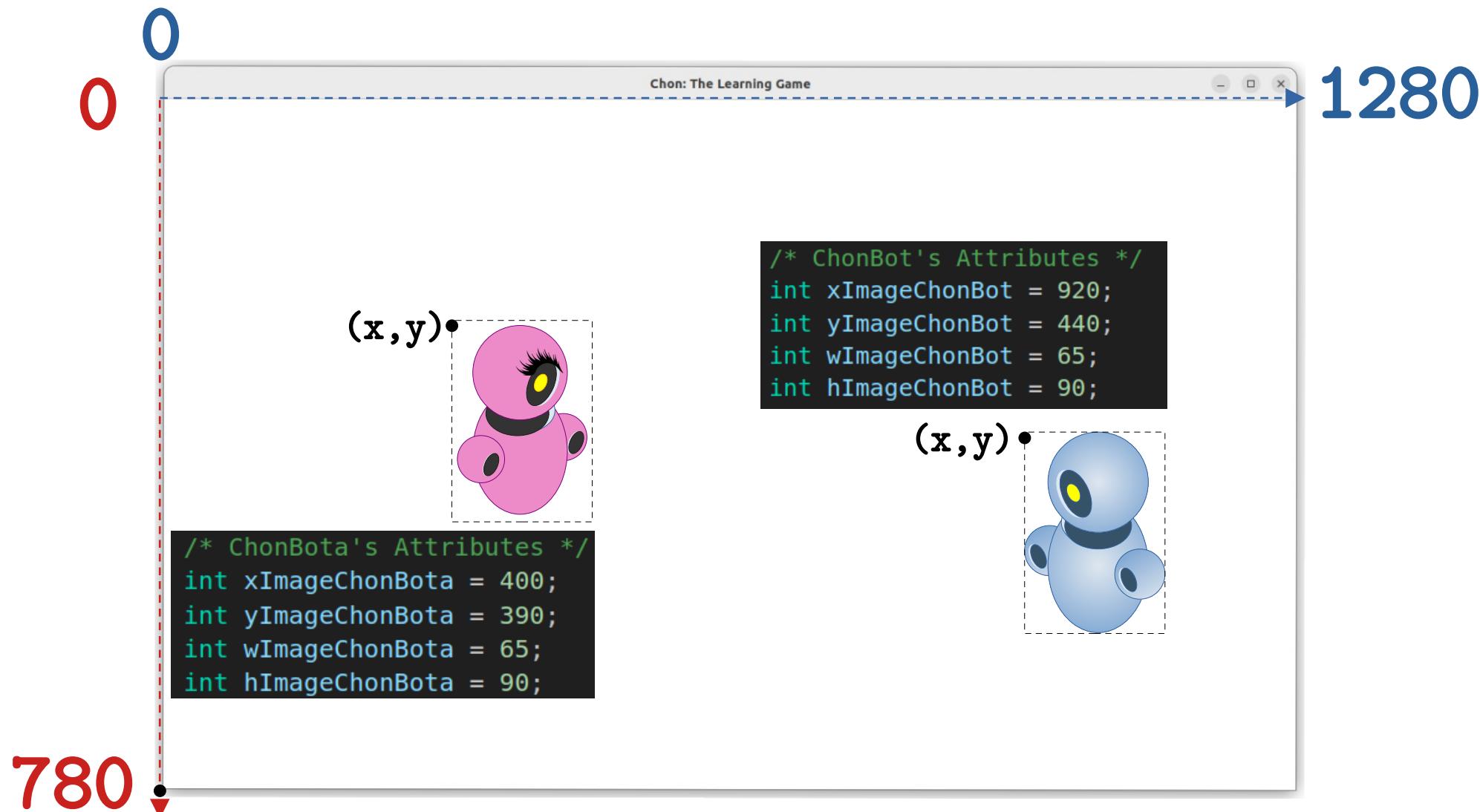
Moving Another Object



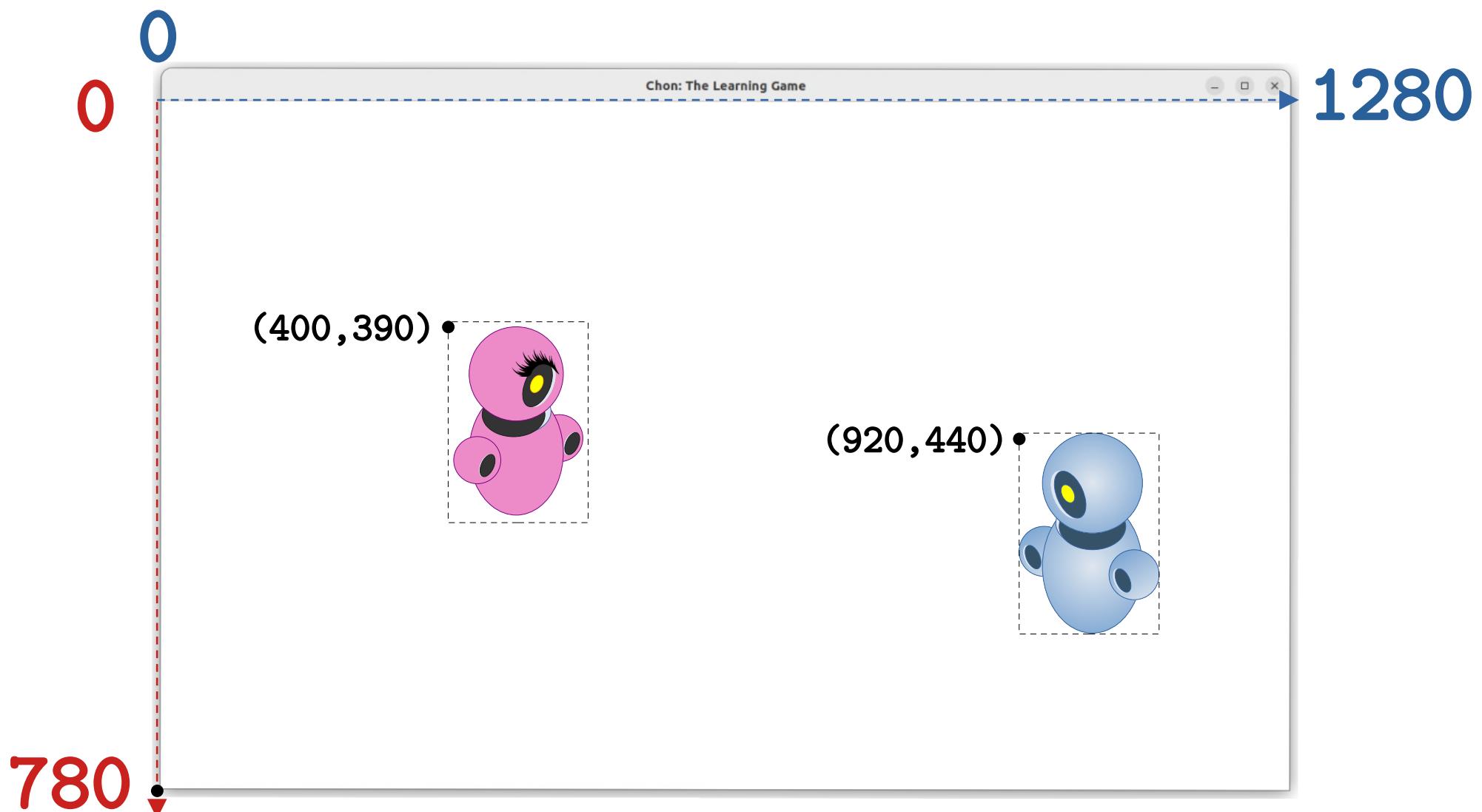
Moving Another Object



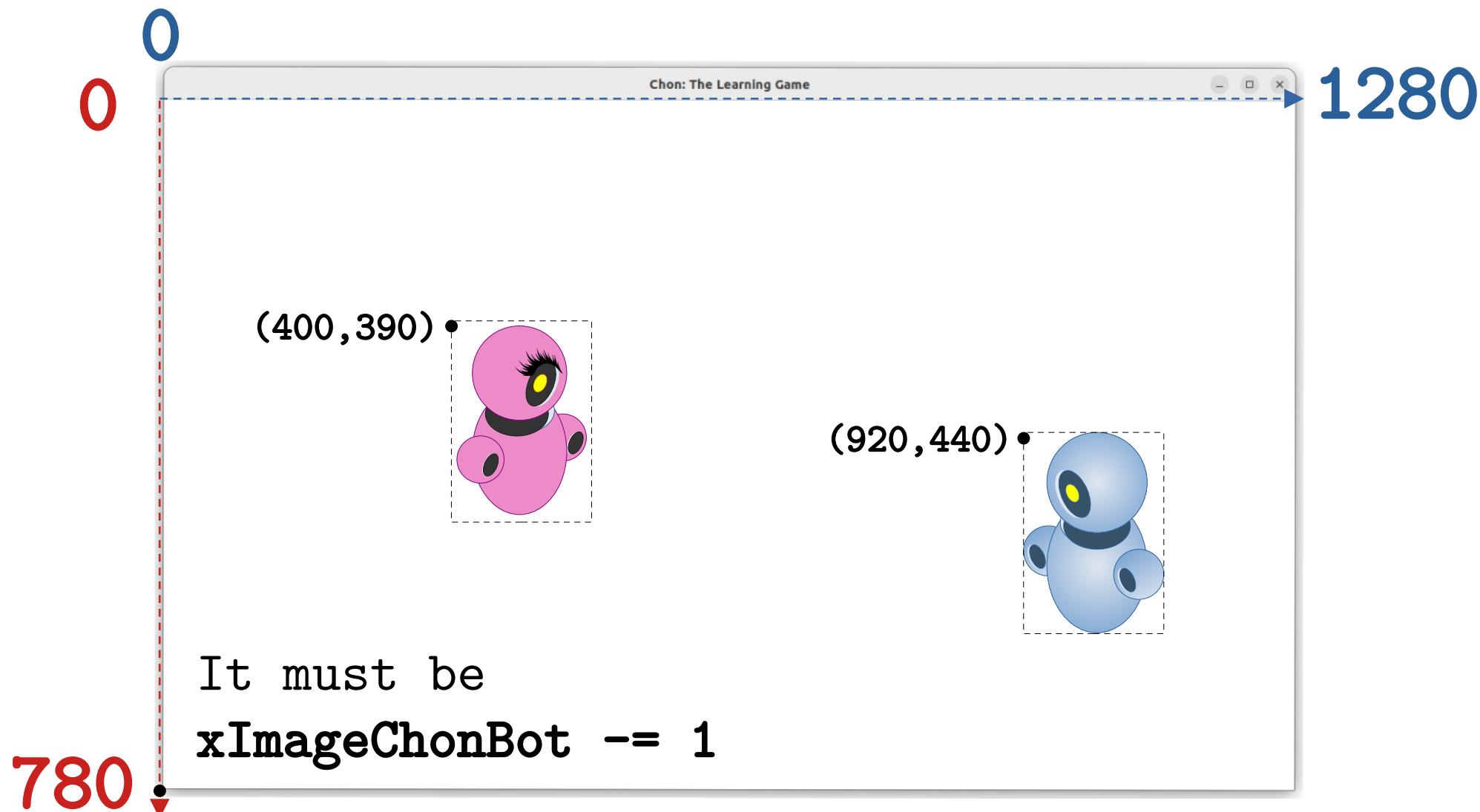
Moving Another Object



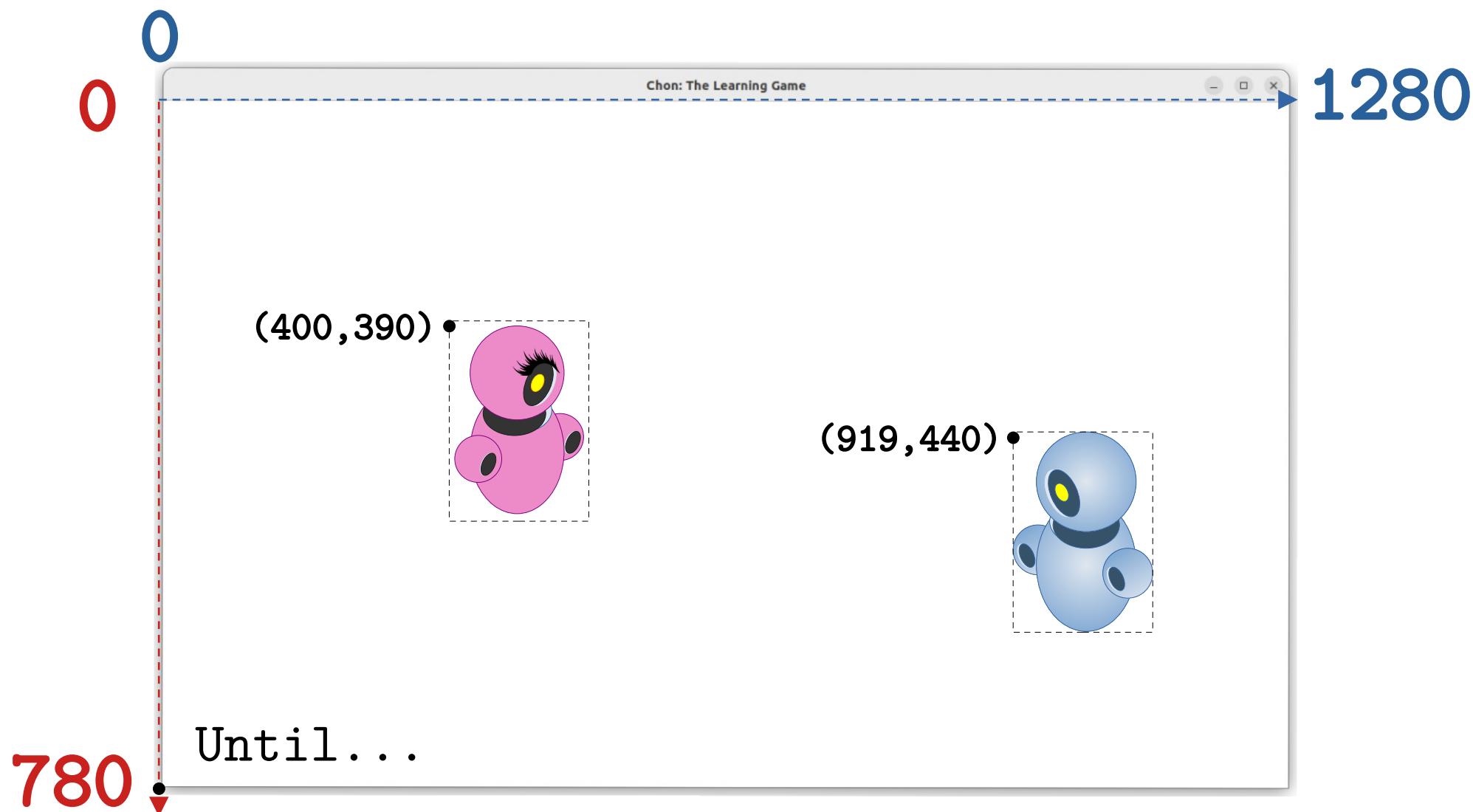
Moving Another Object to the LEFT



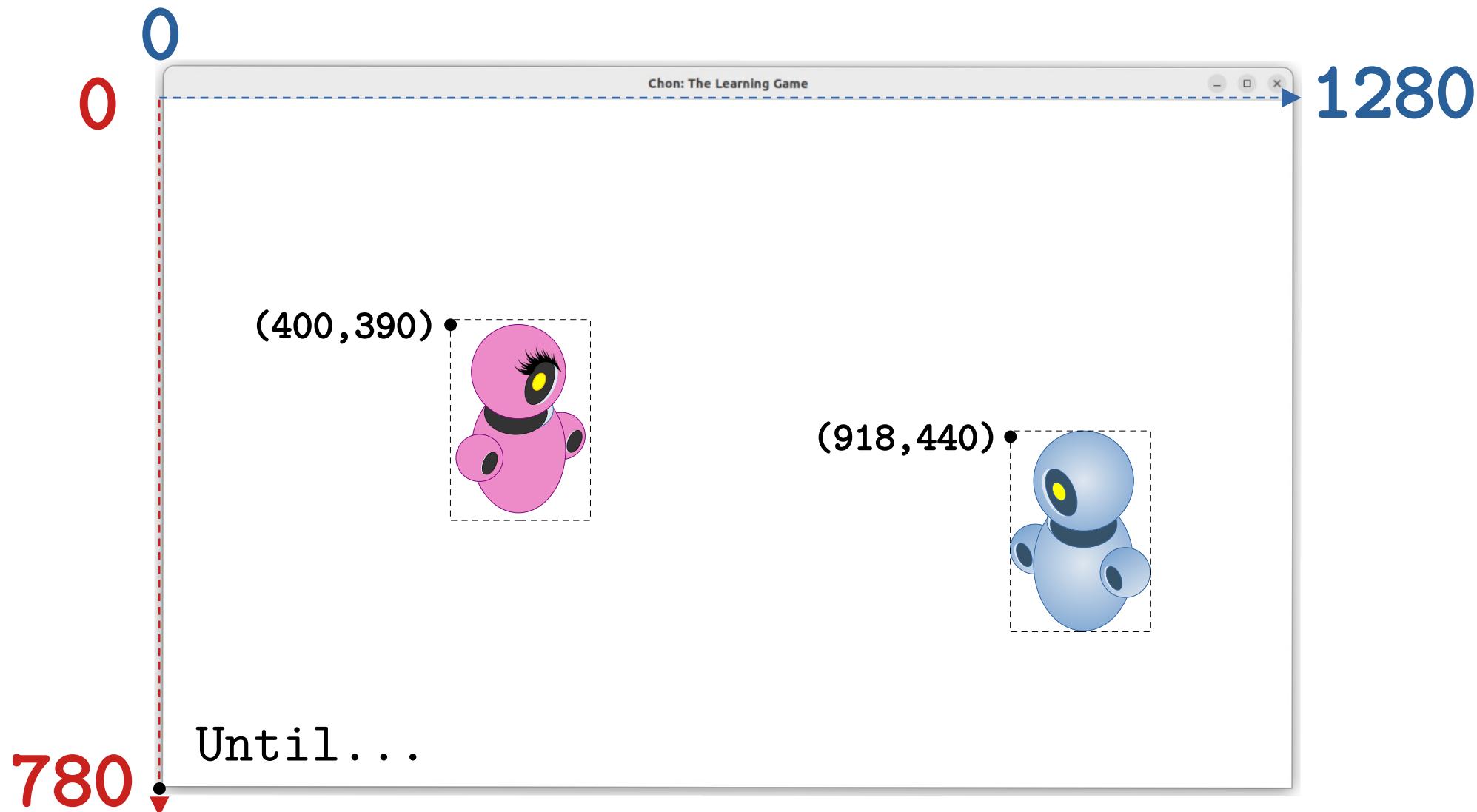
Moving Another Object to the LEFT



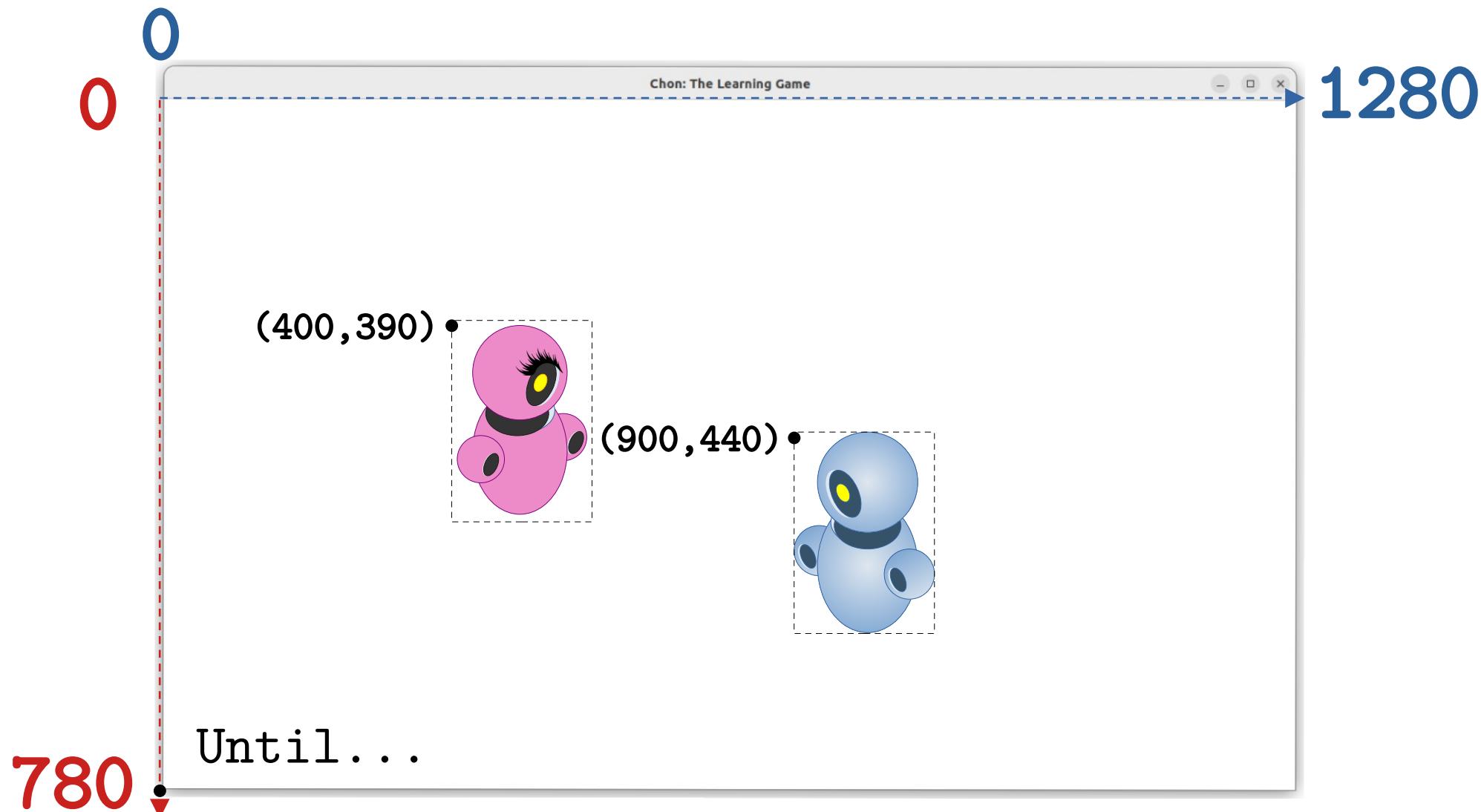
Moving Another Object to the LEFT



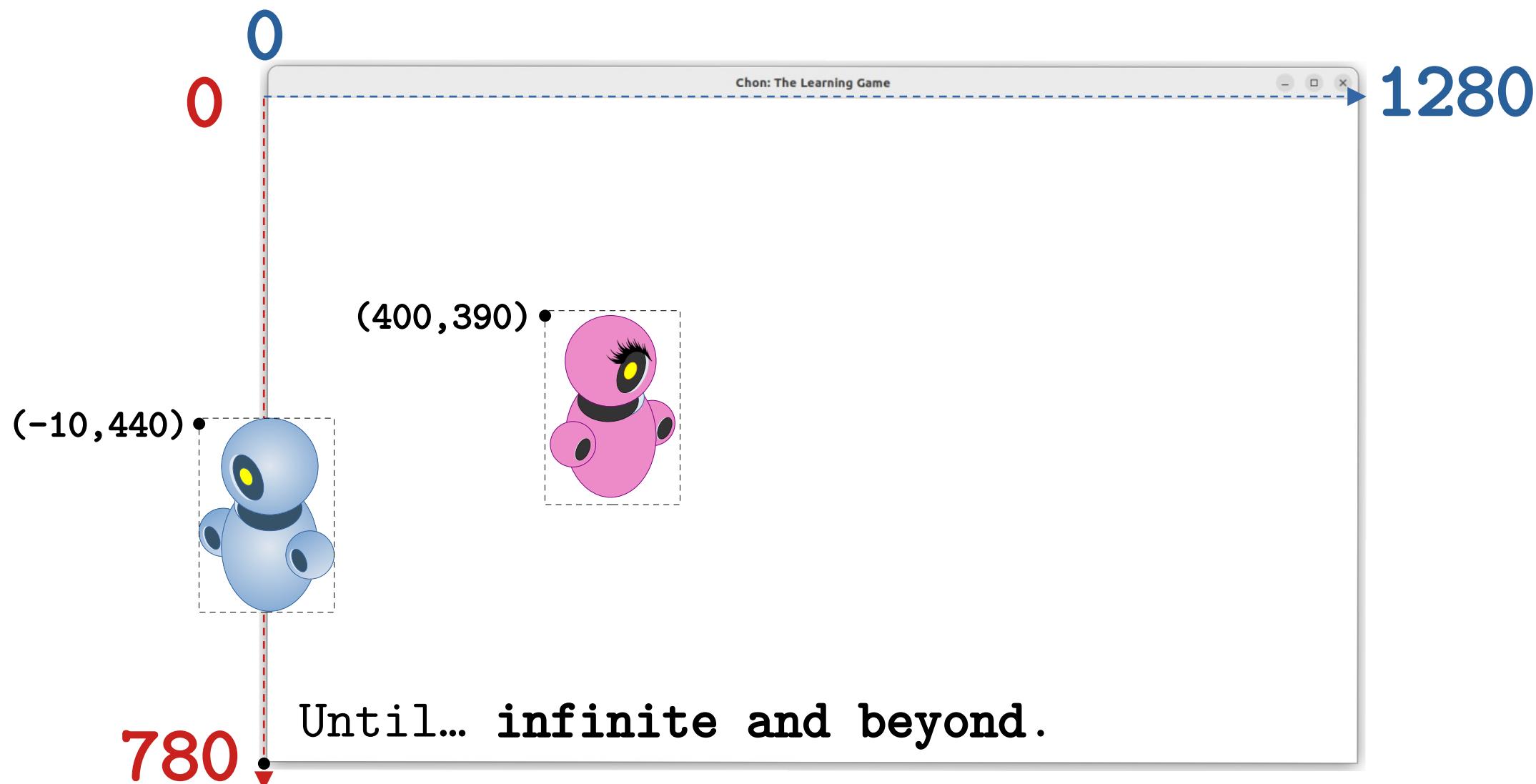
Moving Another Object to the LEFT



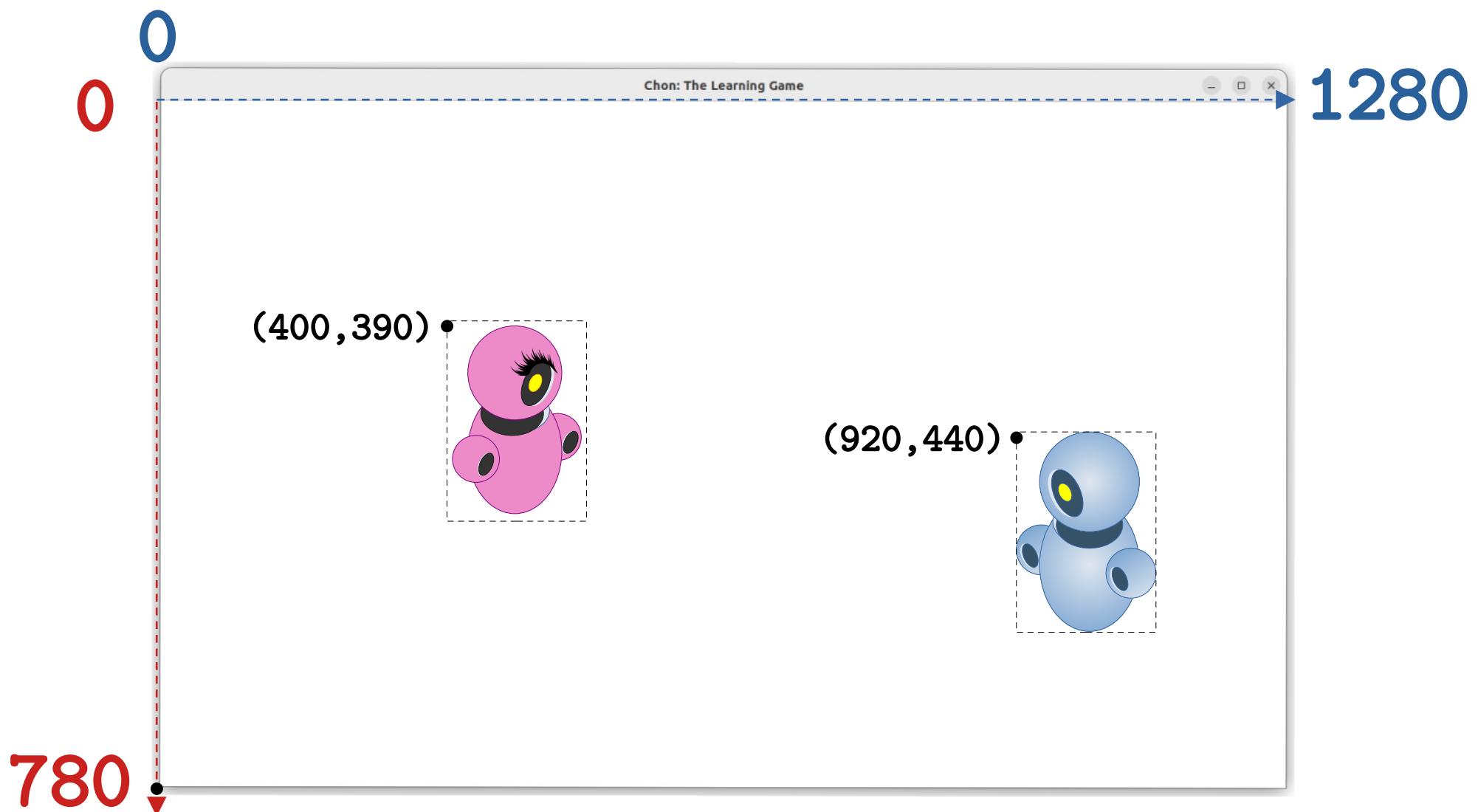
Moving Another Object to the LEFT



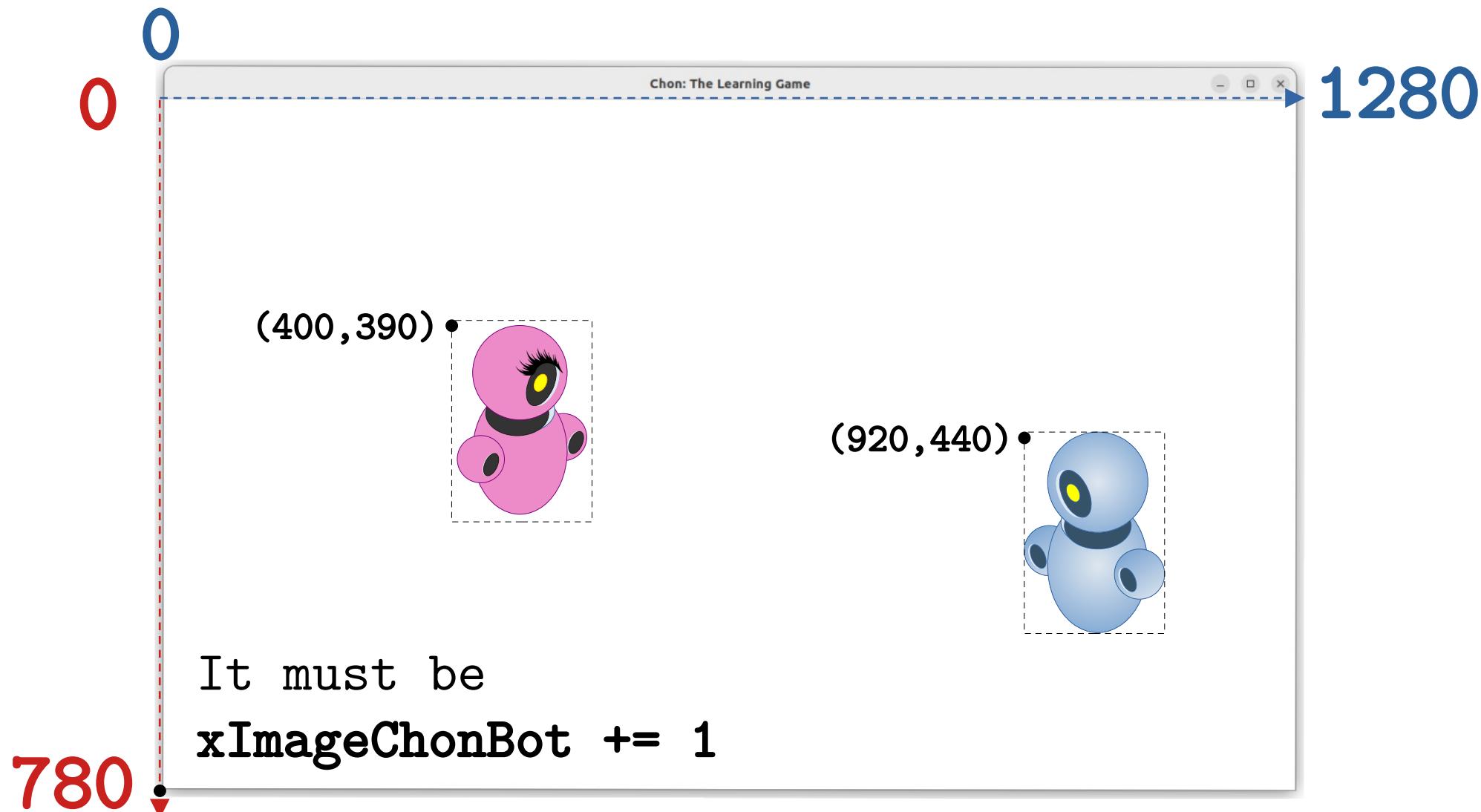
Moving Another Object to the LEFT



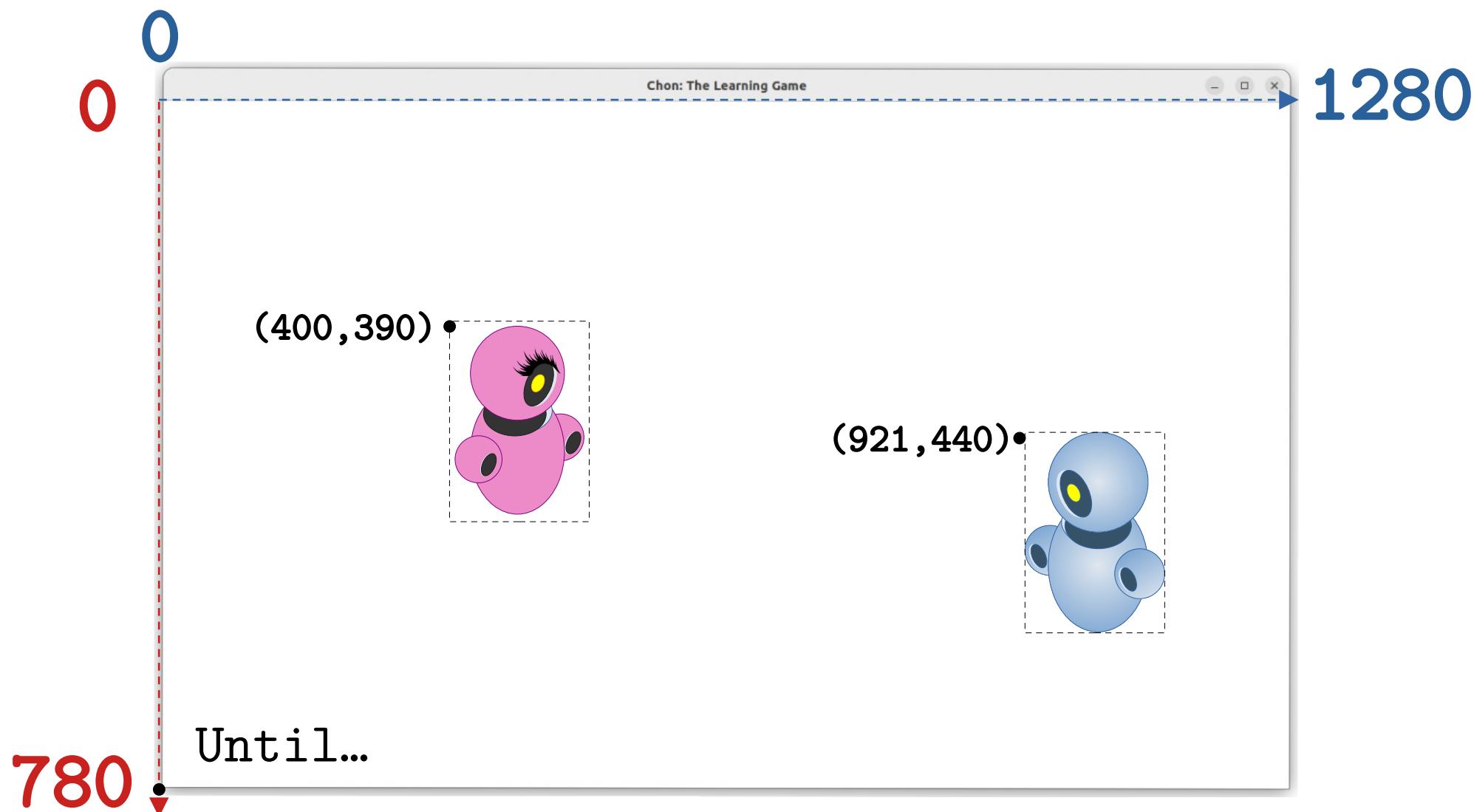
Moving Another Object to the RIGHT



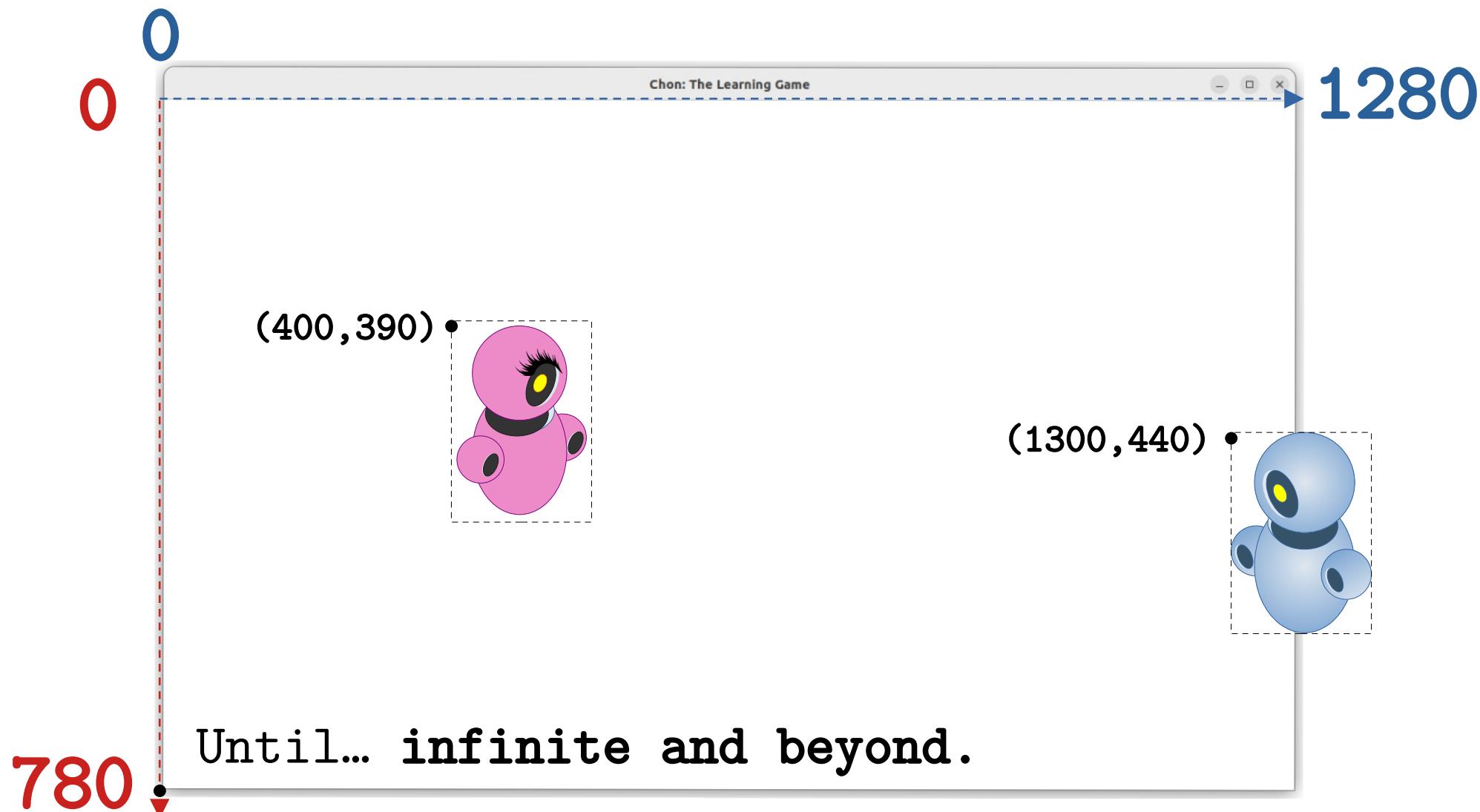
Moving Another Object to the RIGHT



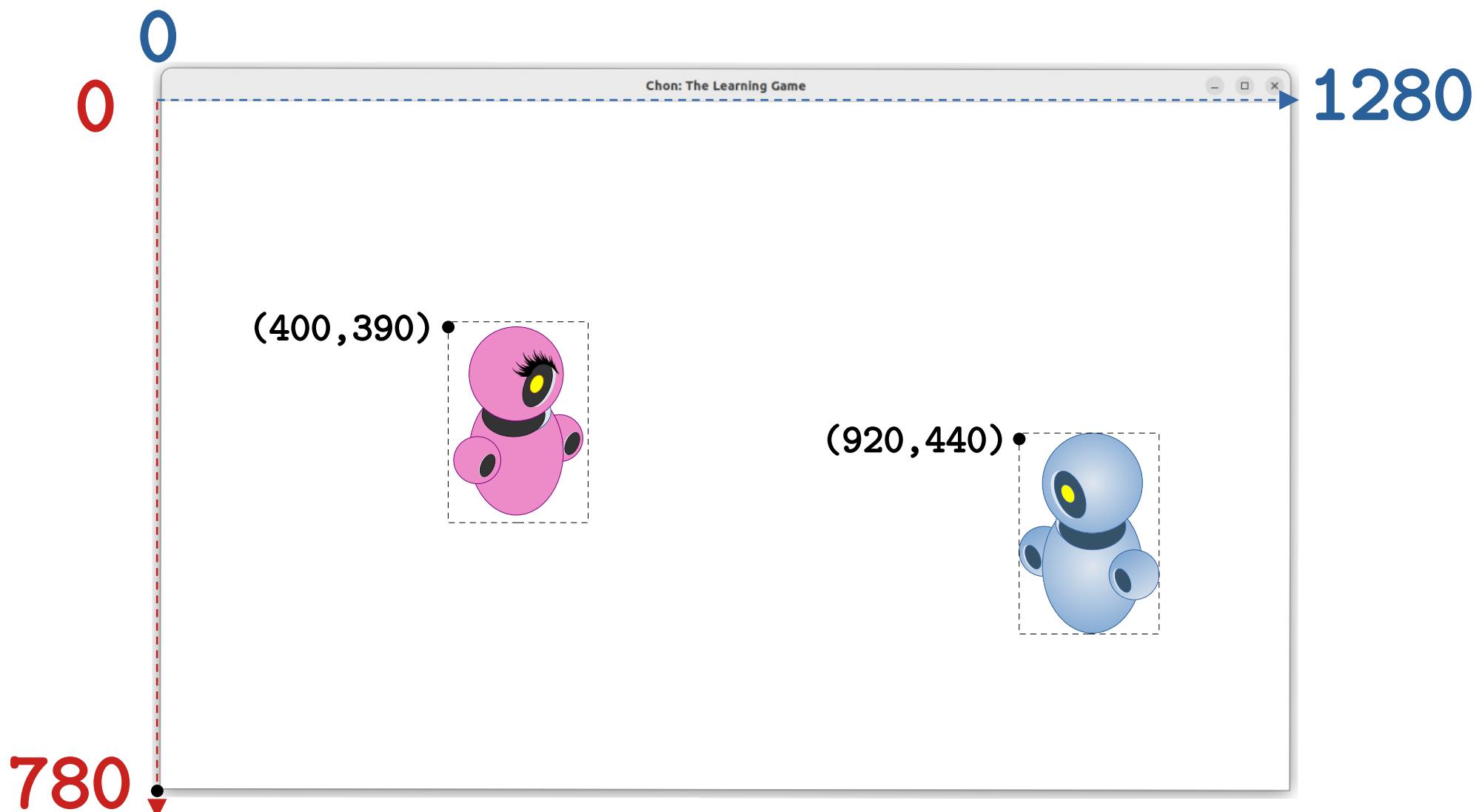
Moving Another Object to the RIGHT



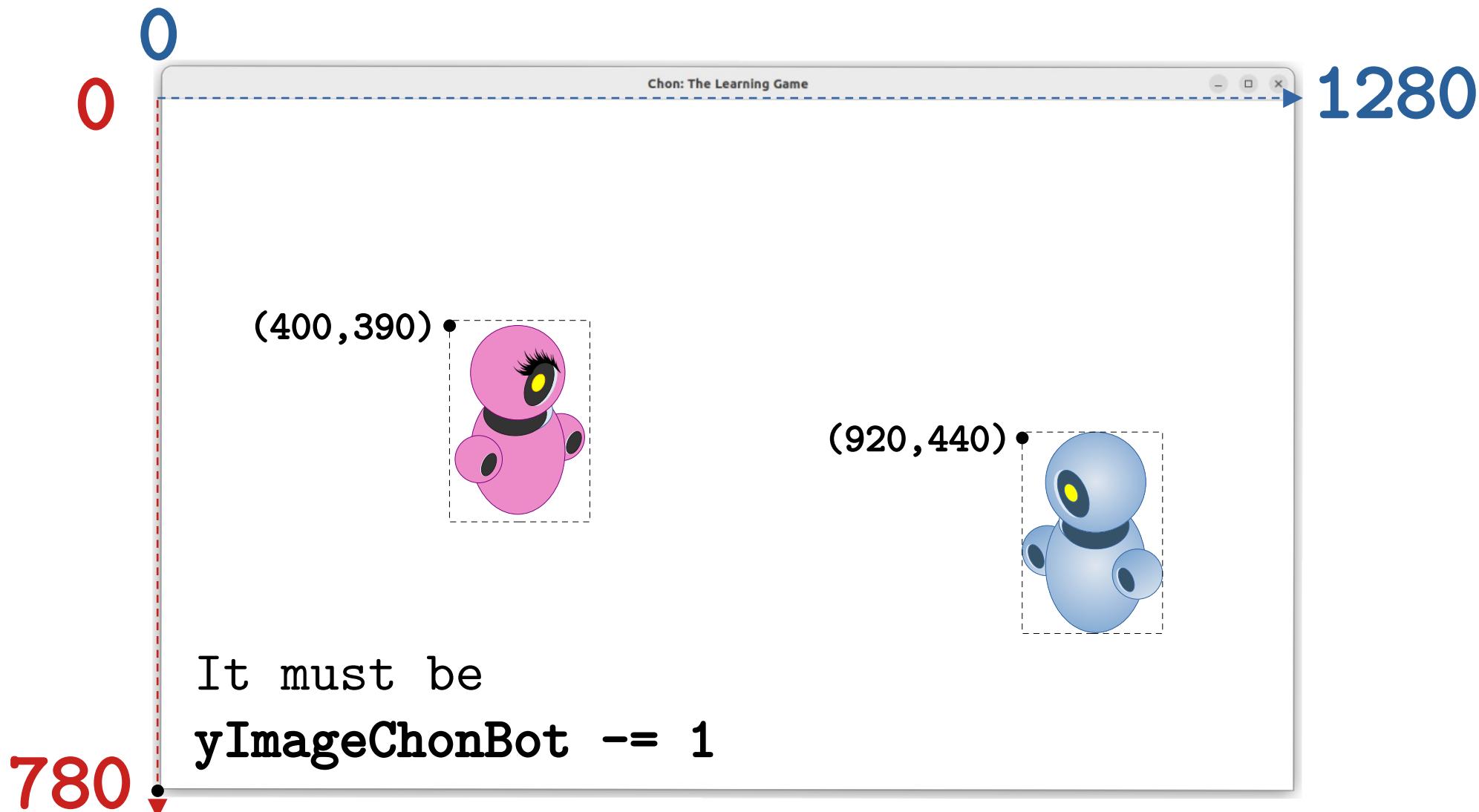
Moving Another Object to the RIGHT



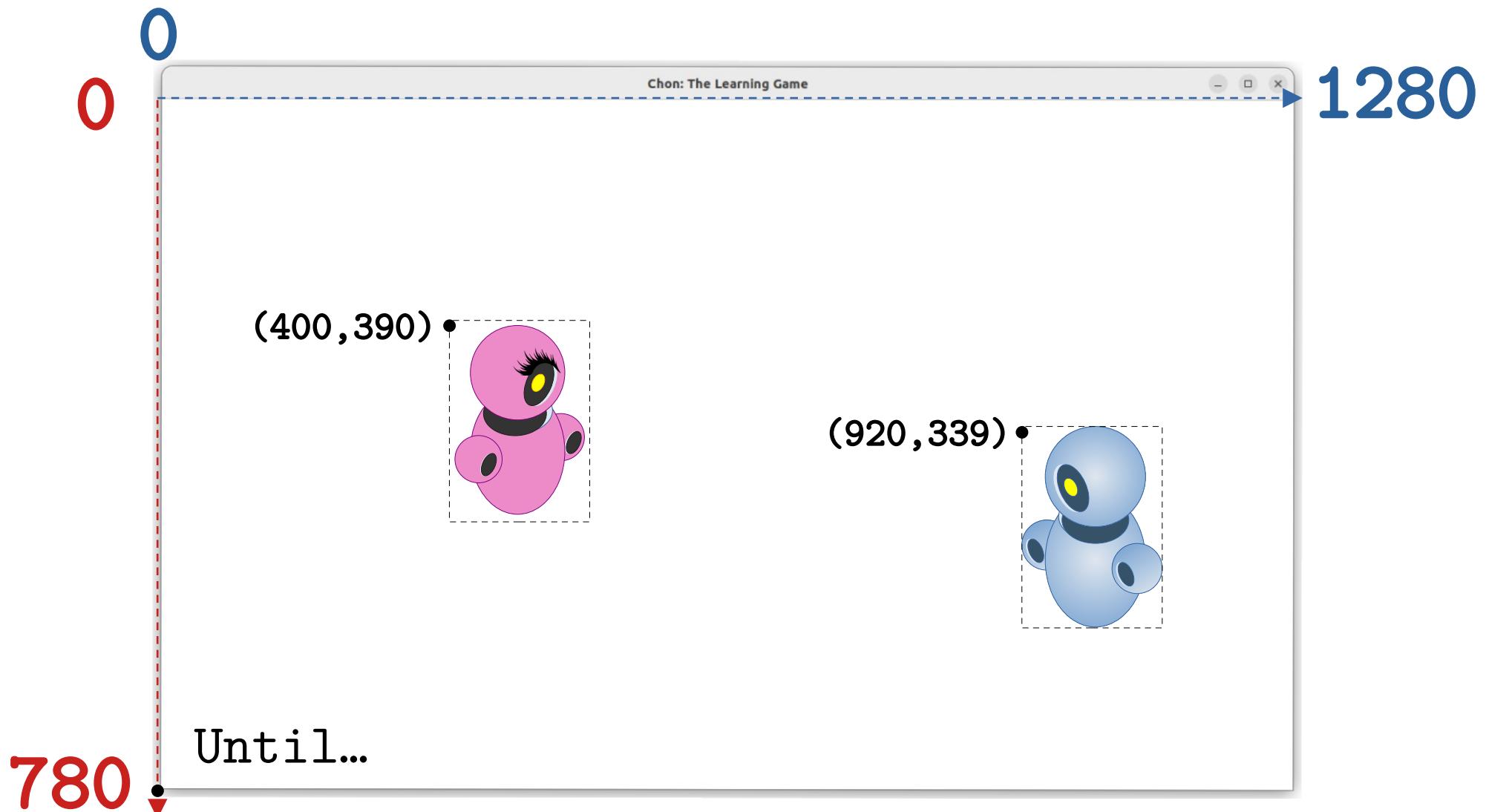
Moving UP Another Object



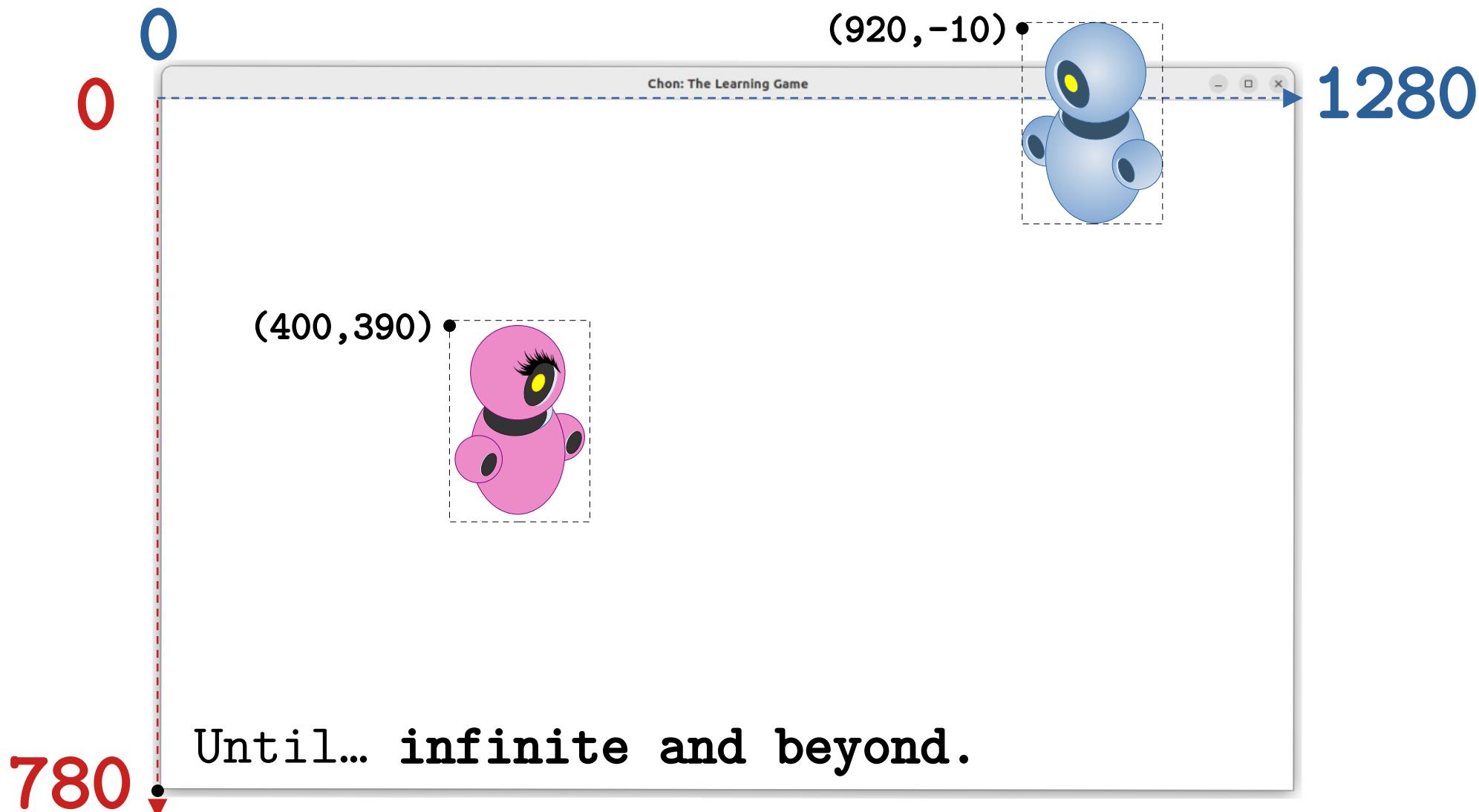
Moving UP Another Object



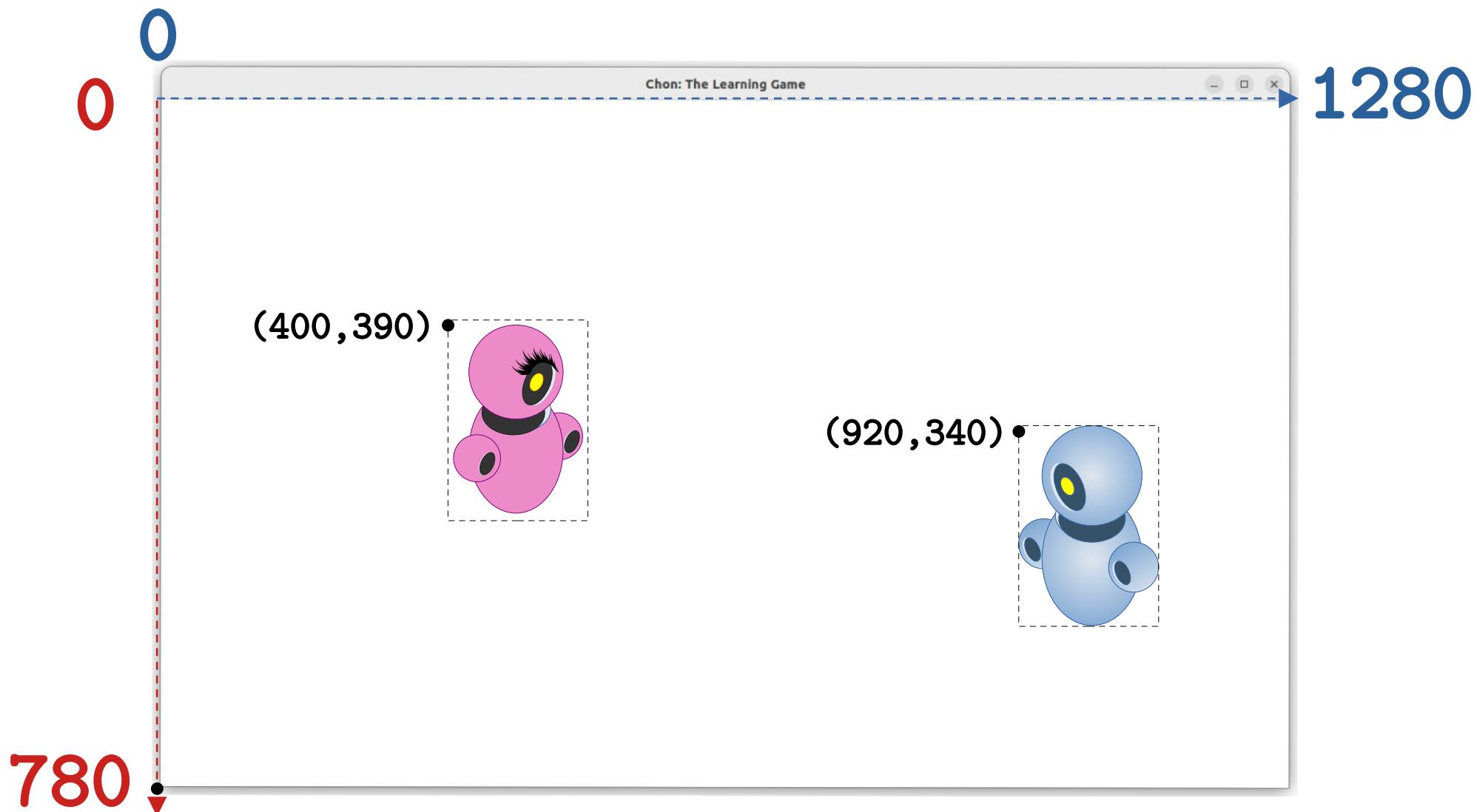
Moving UP Another Object



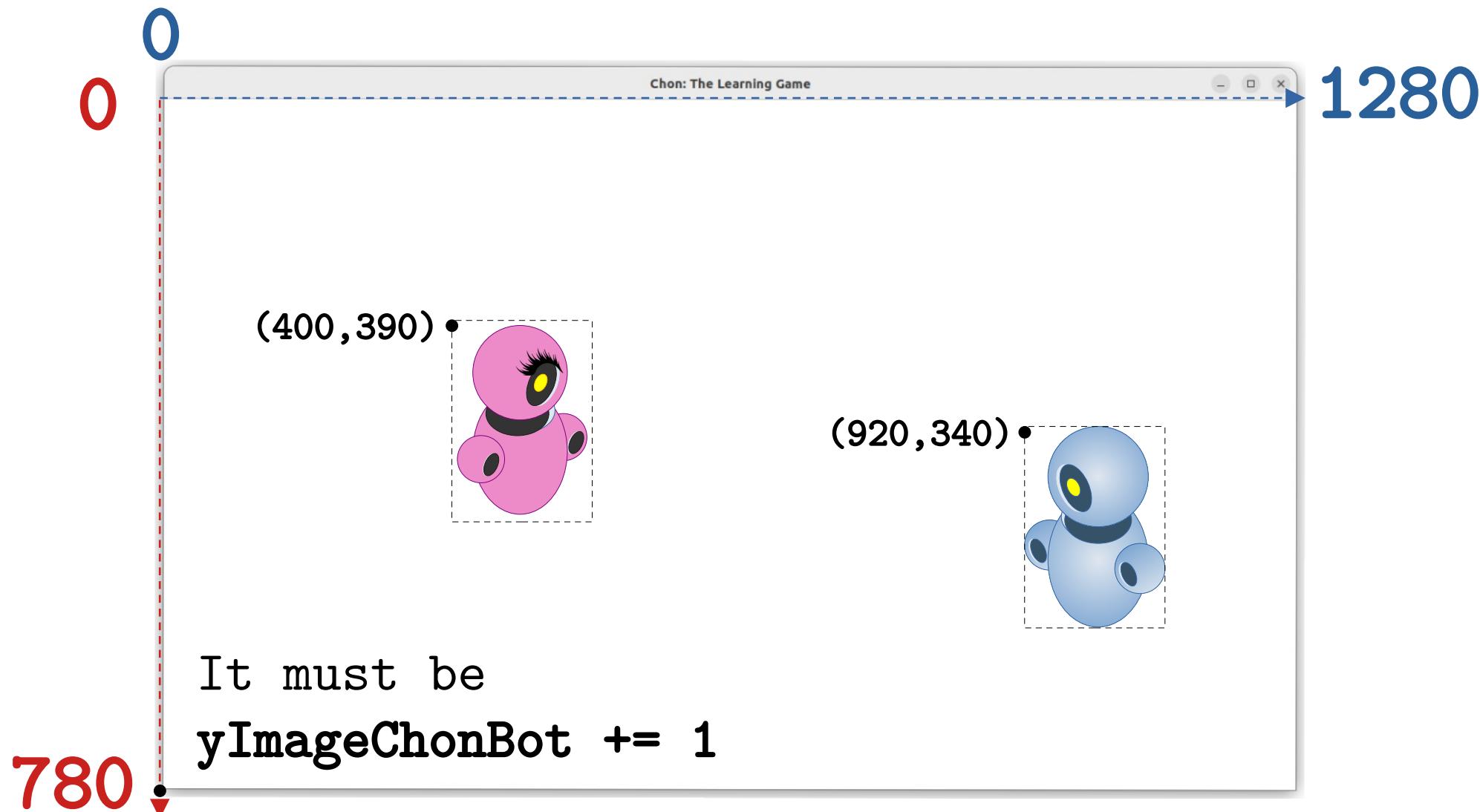
Moving UP Another Object



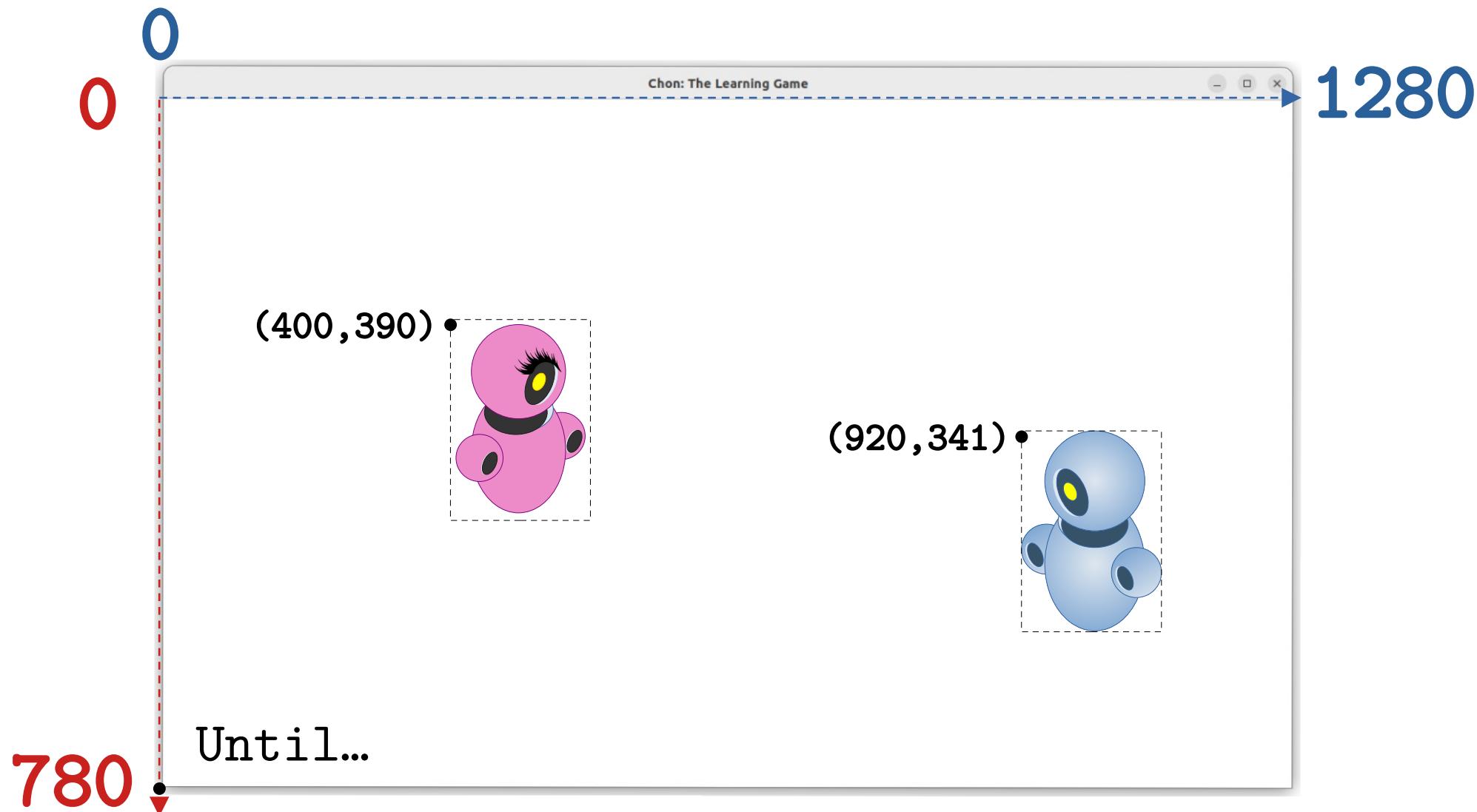
Moving DOWN Another Object



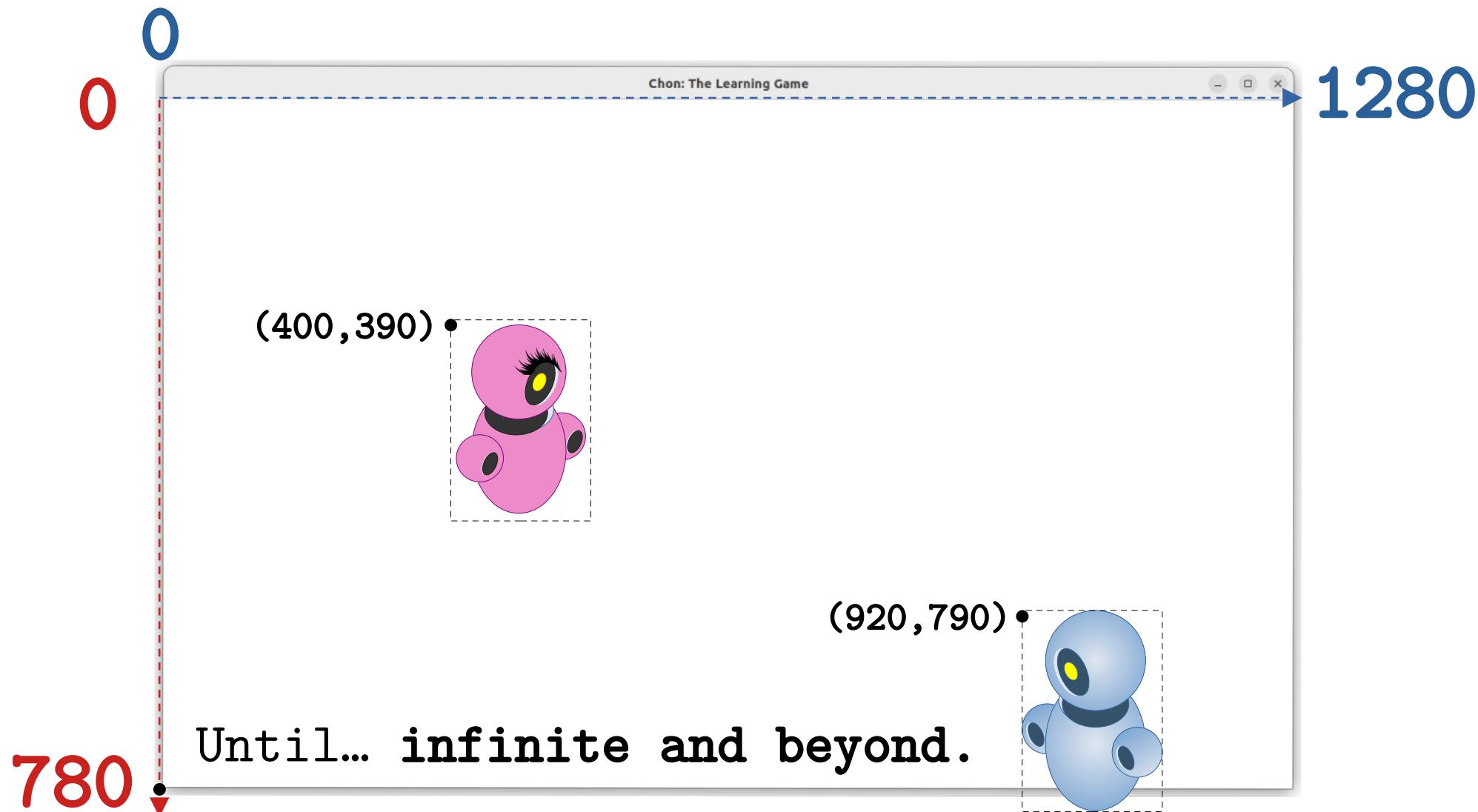
Moving DOWN Another Object



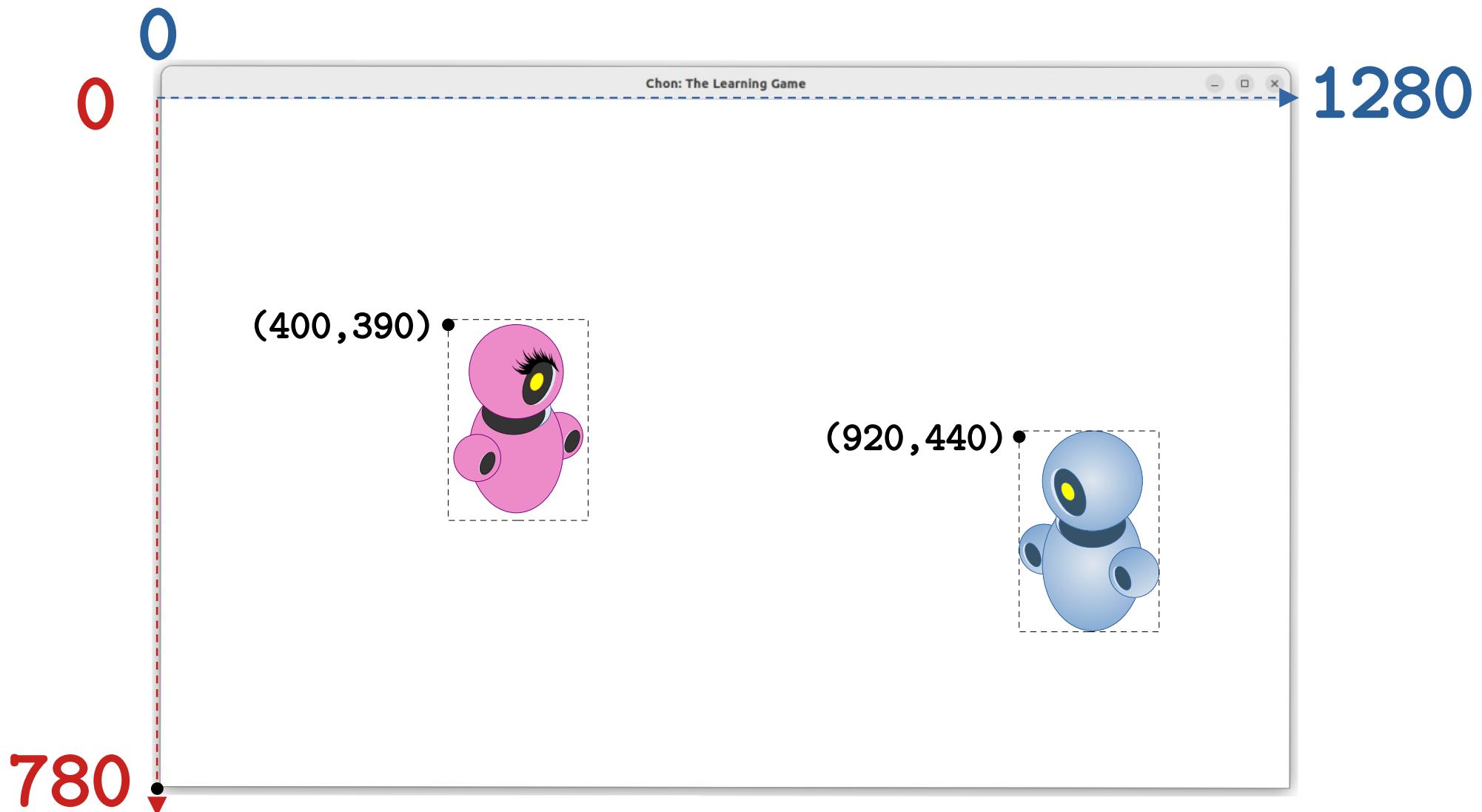
Moving DOWN Another Object



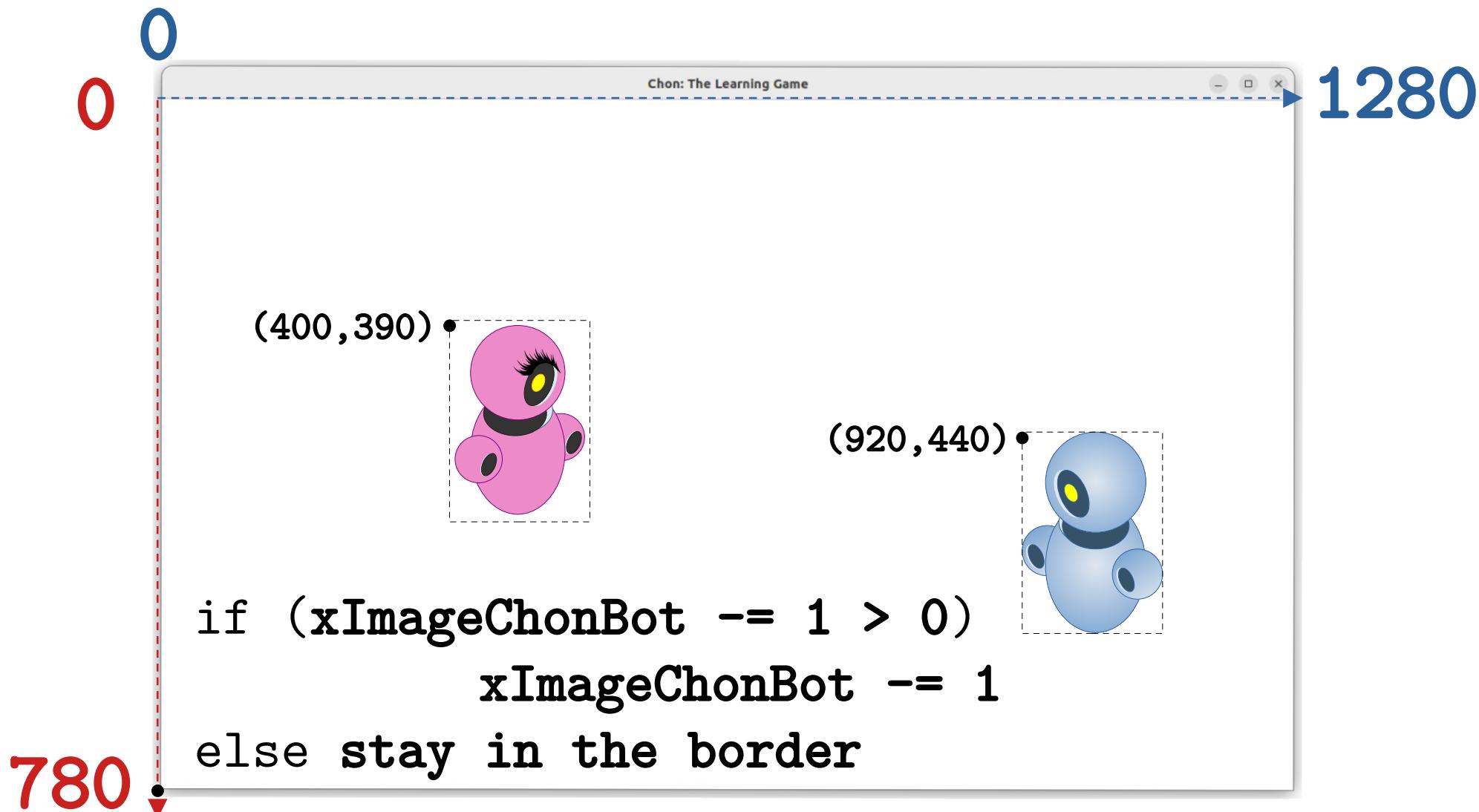
Moving DOWN Another Object



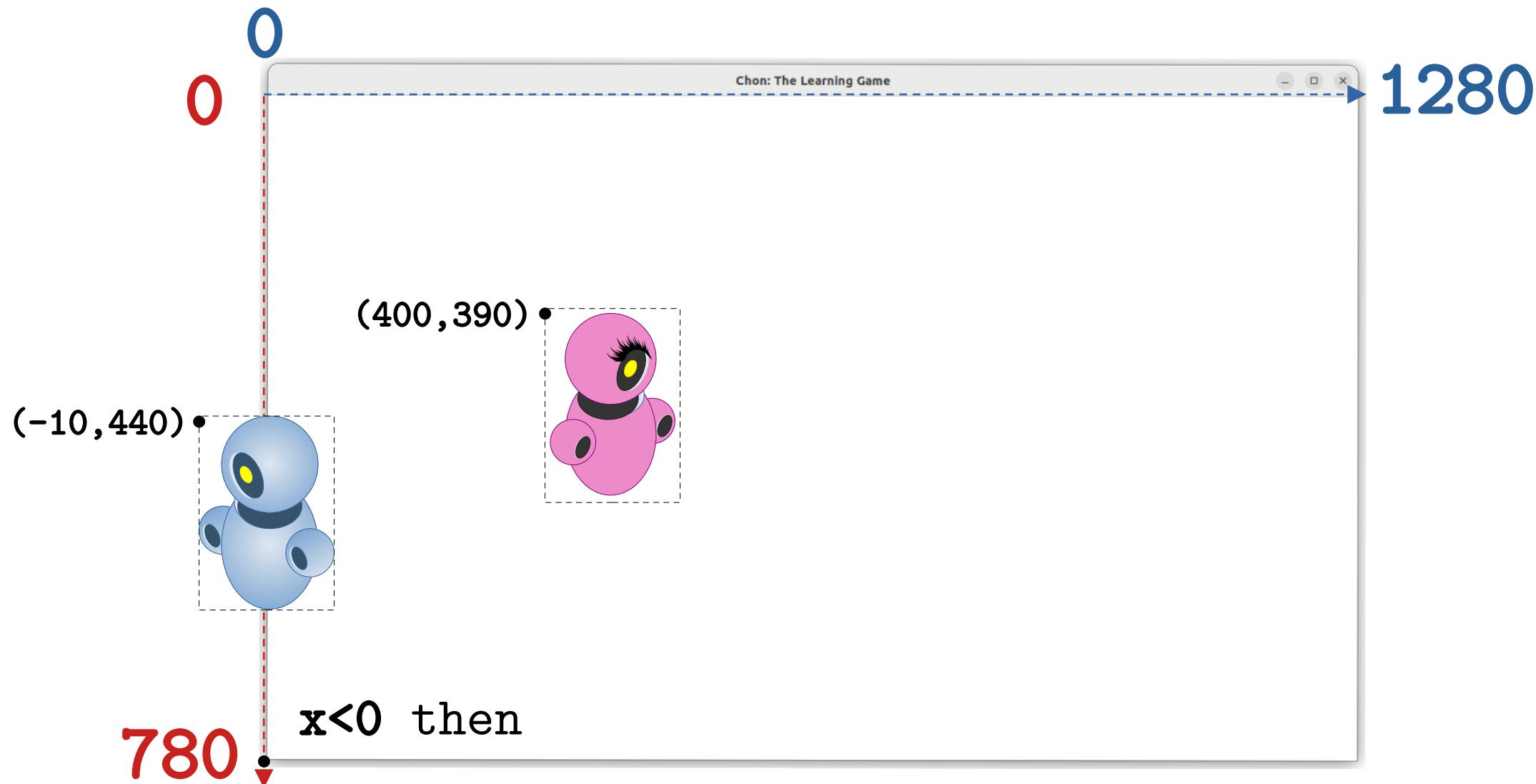
Moving Until the Border



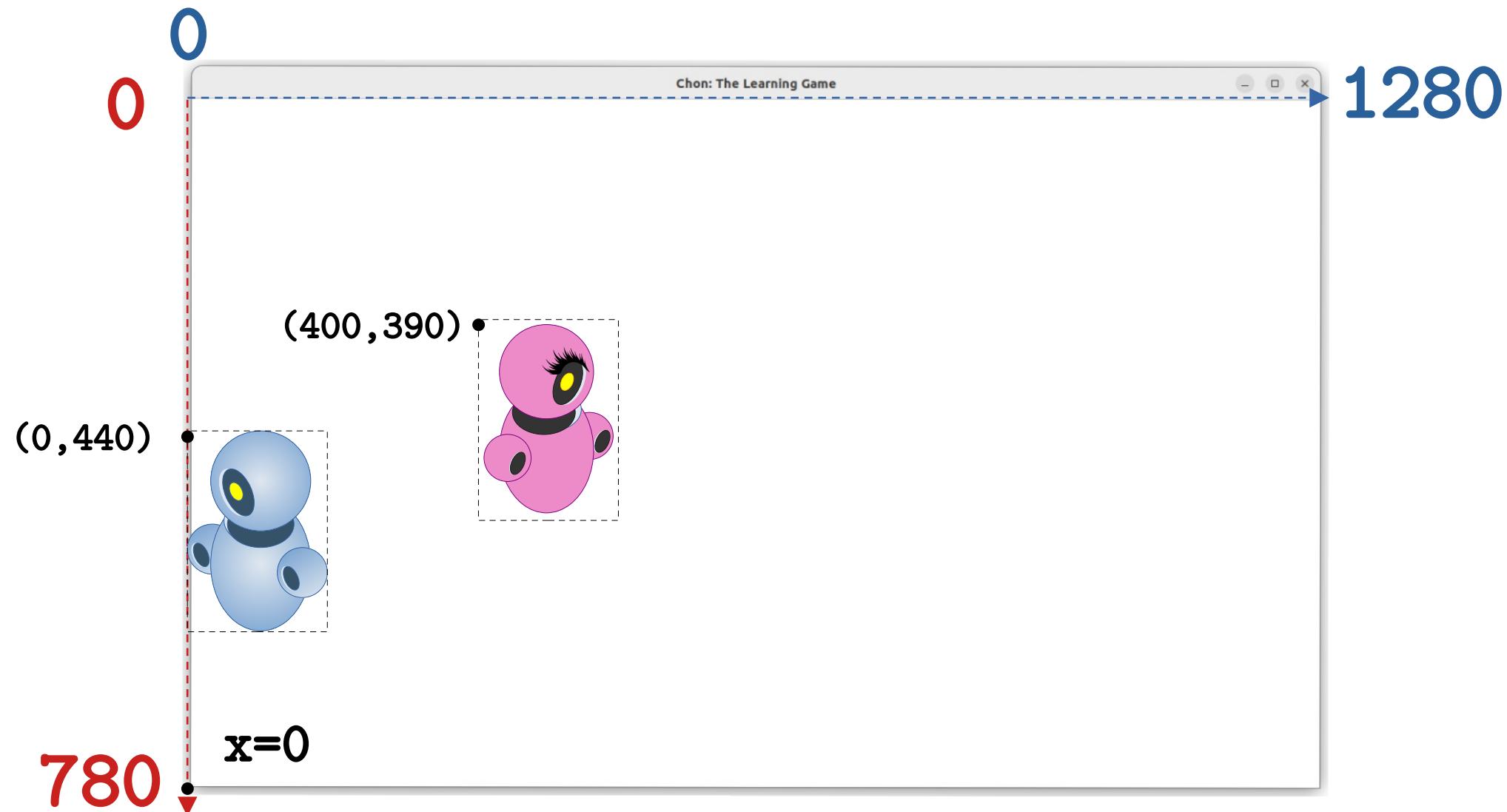
Moving Until the Border



Moving Until the Border



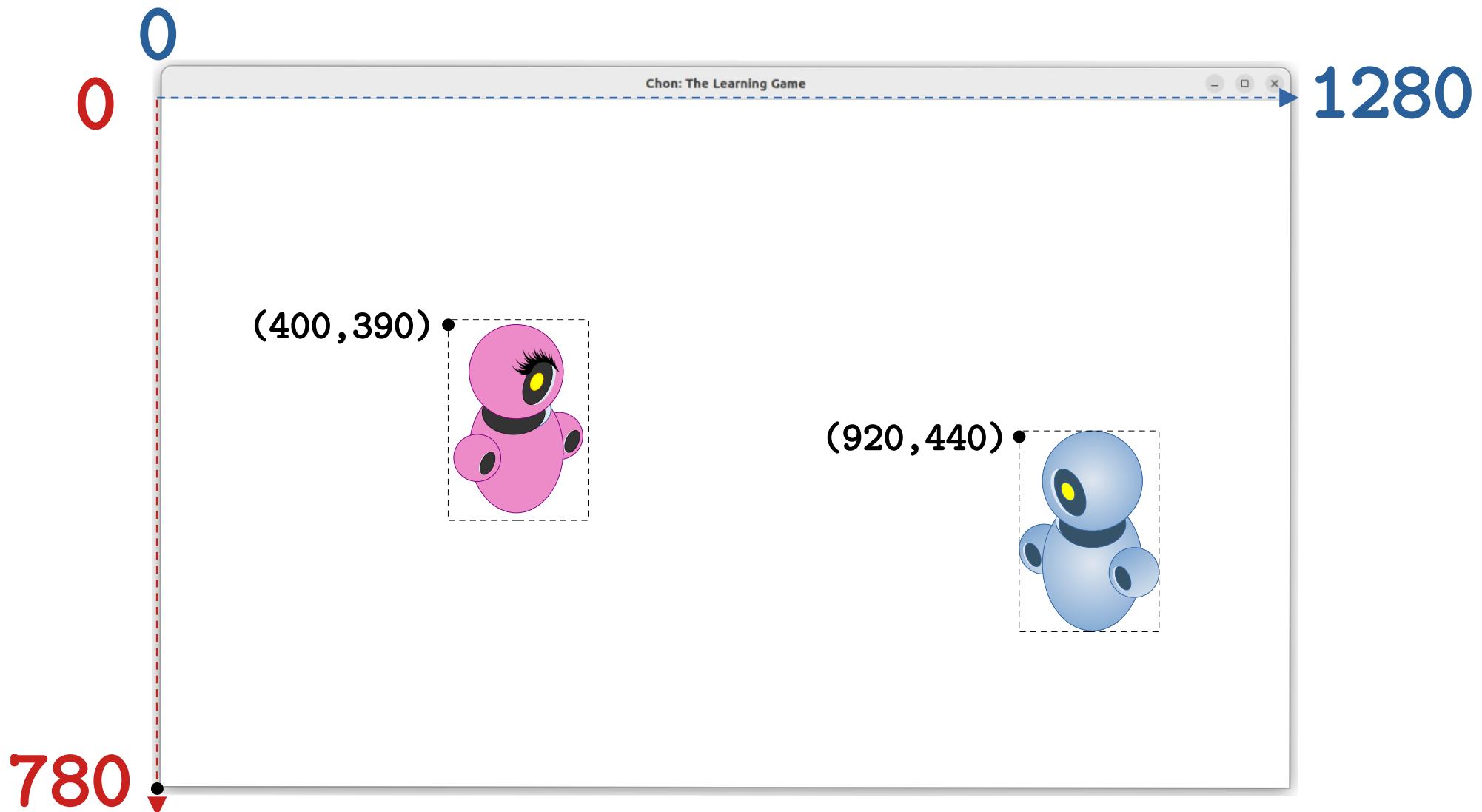
Moving Until the Border



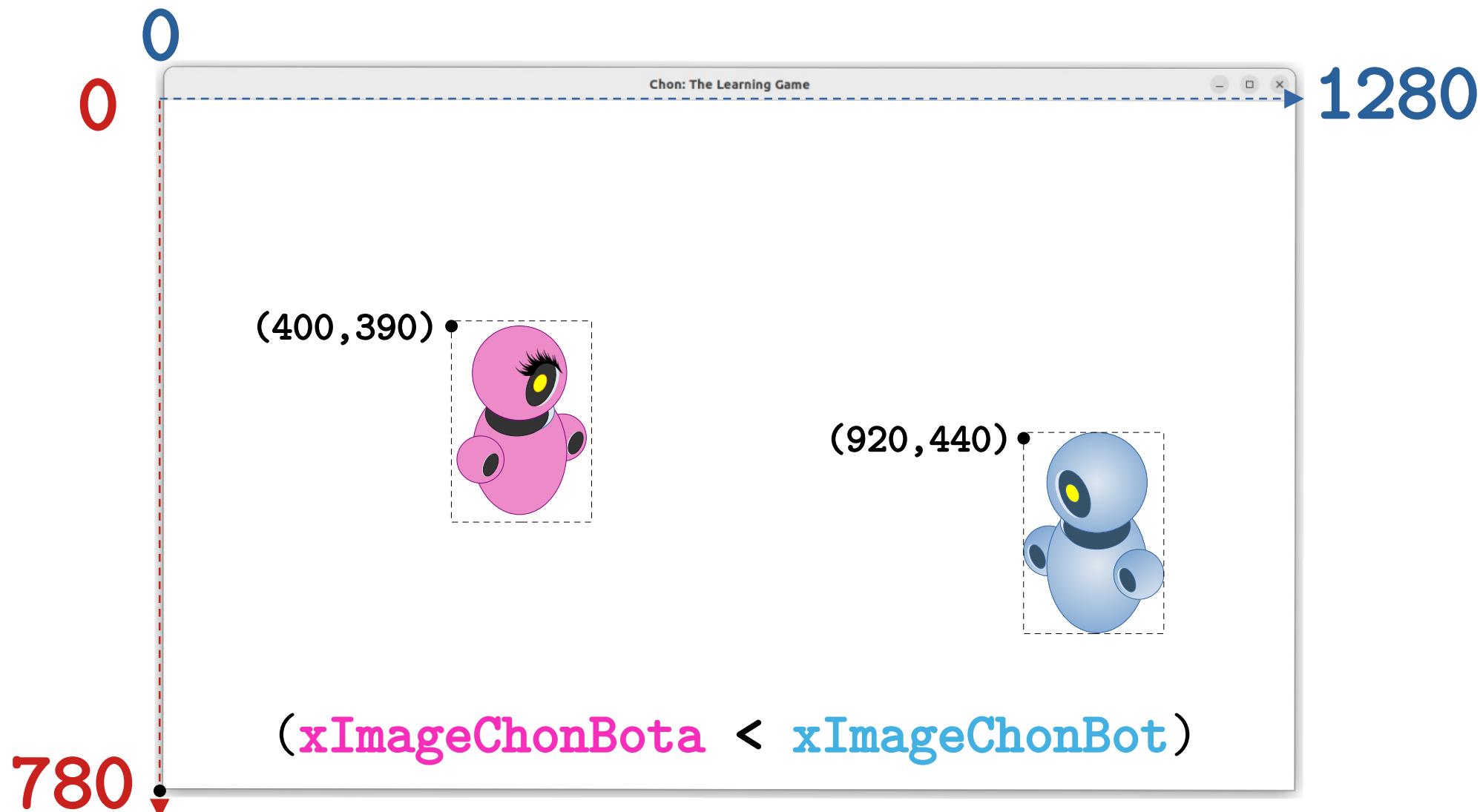
Moving Until the Border

The same mechanics
applies to the
RIGHT, UP and DOWN.

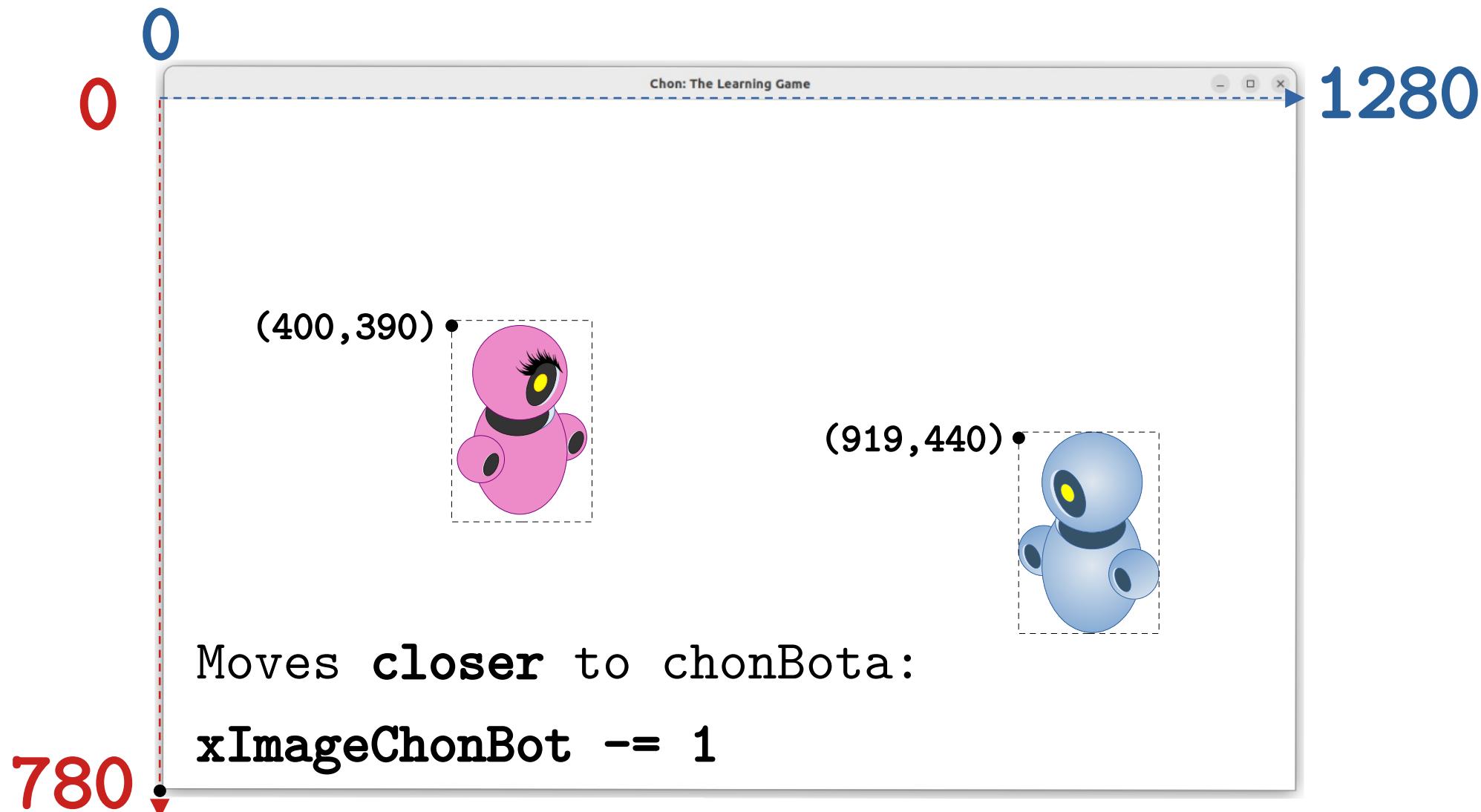
Chasing the Player



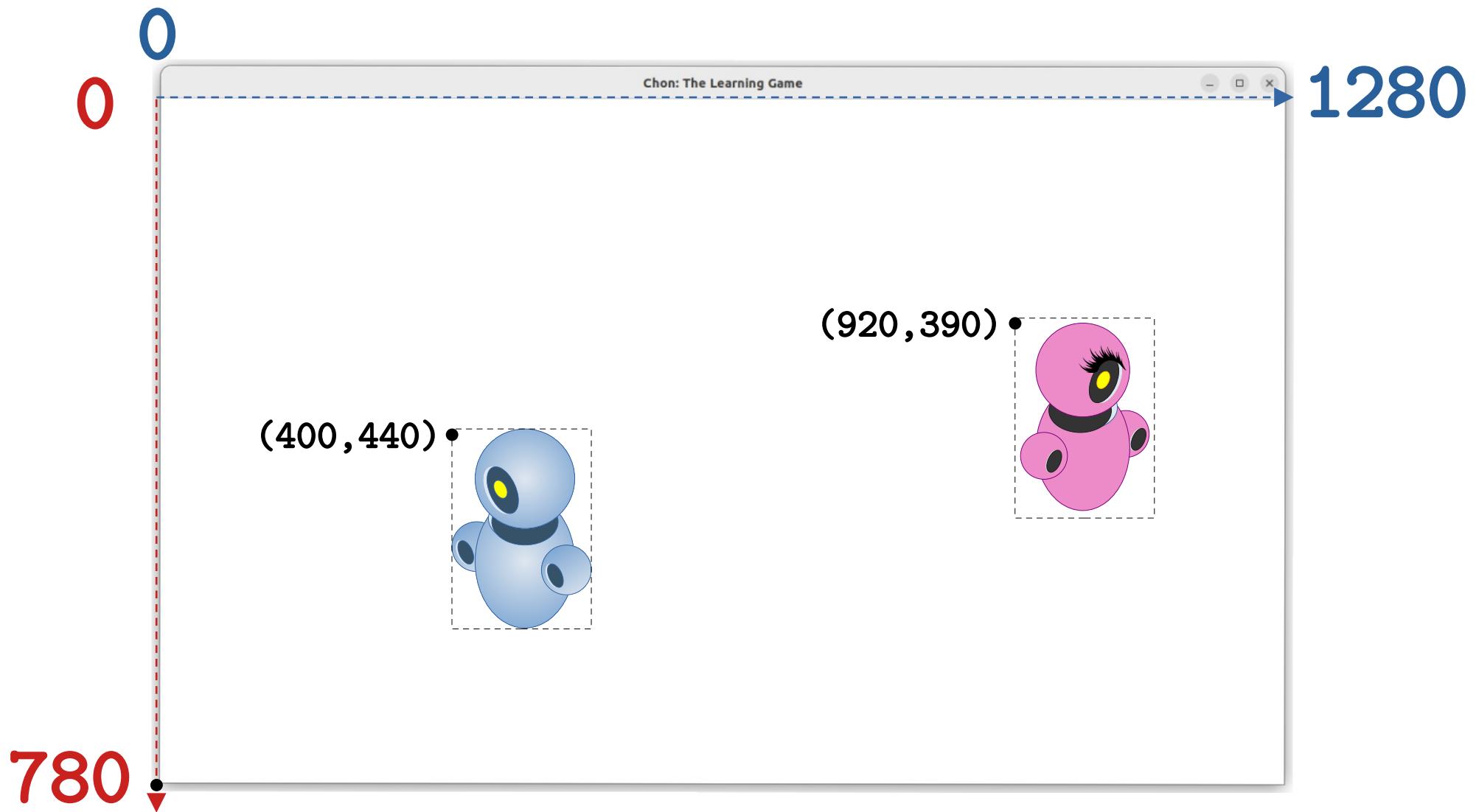
Chasing the Player



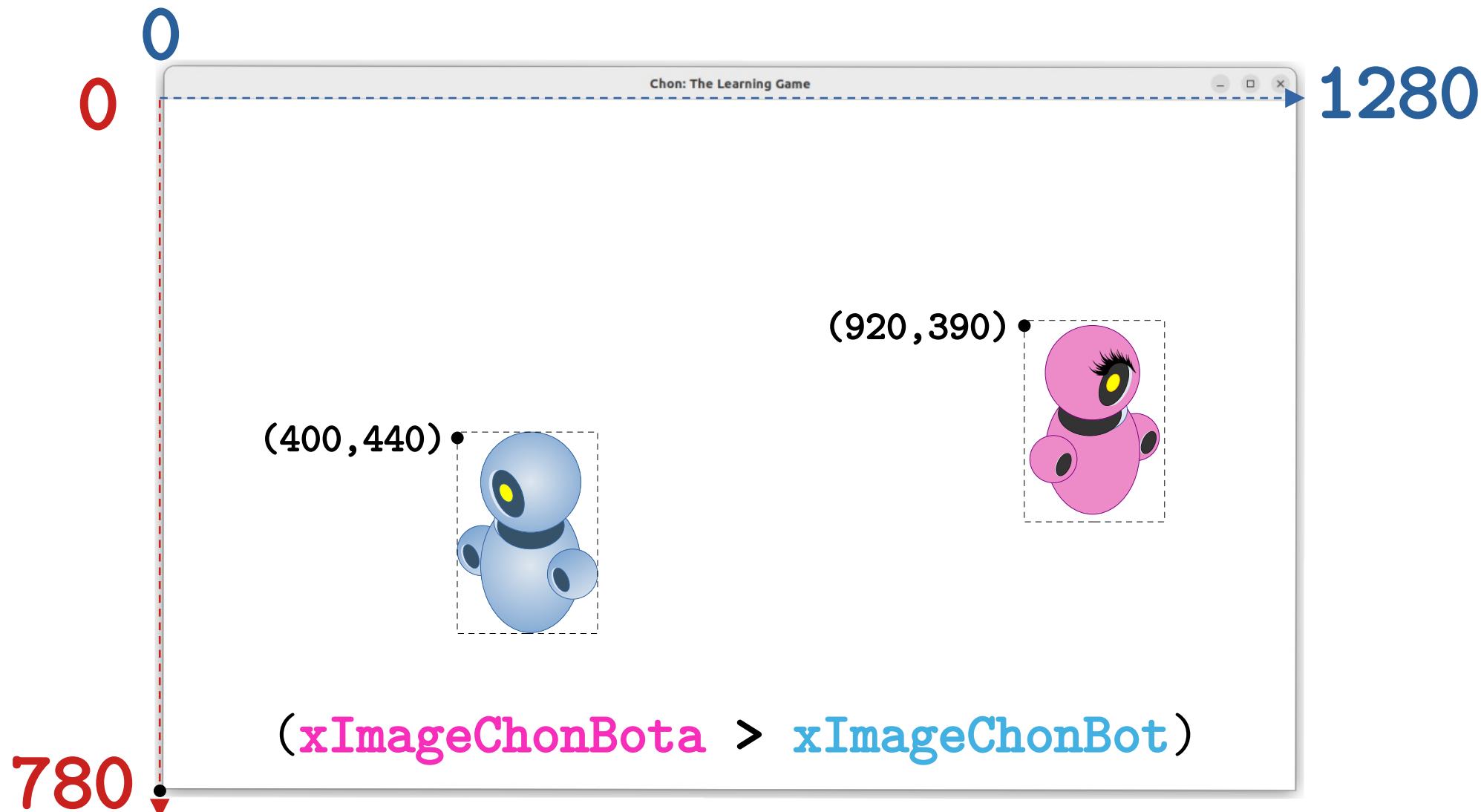
Chasing the Player



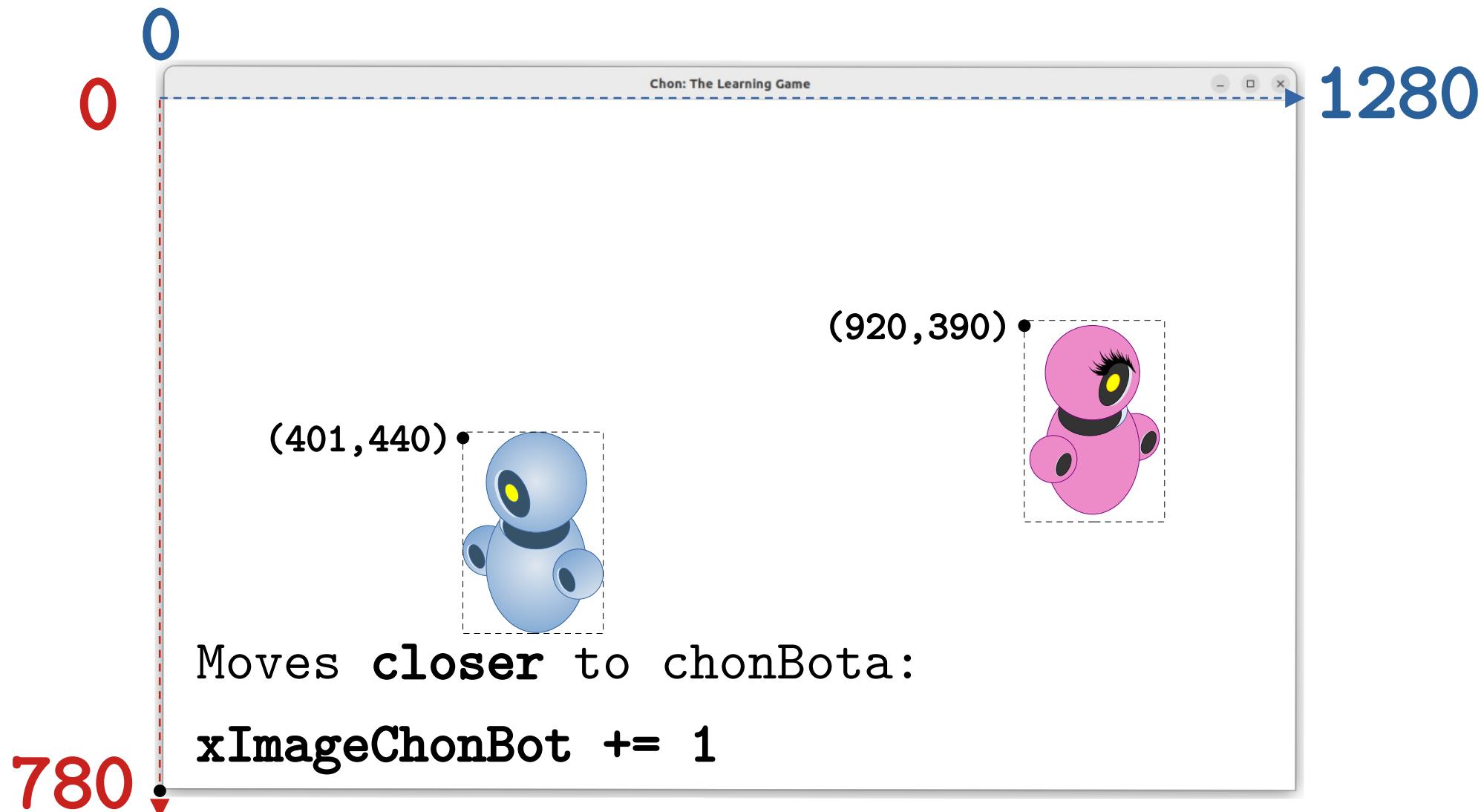
Chasing the Player



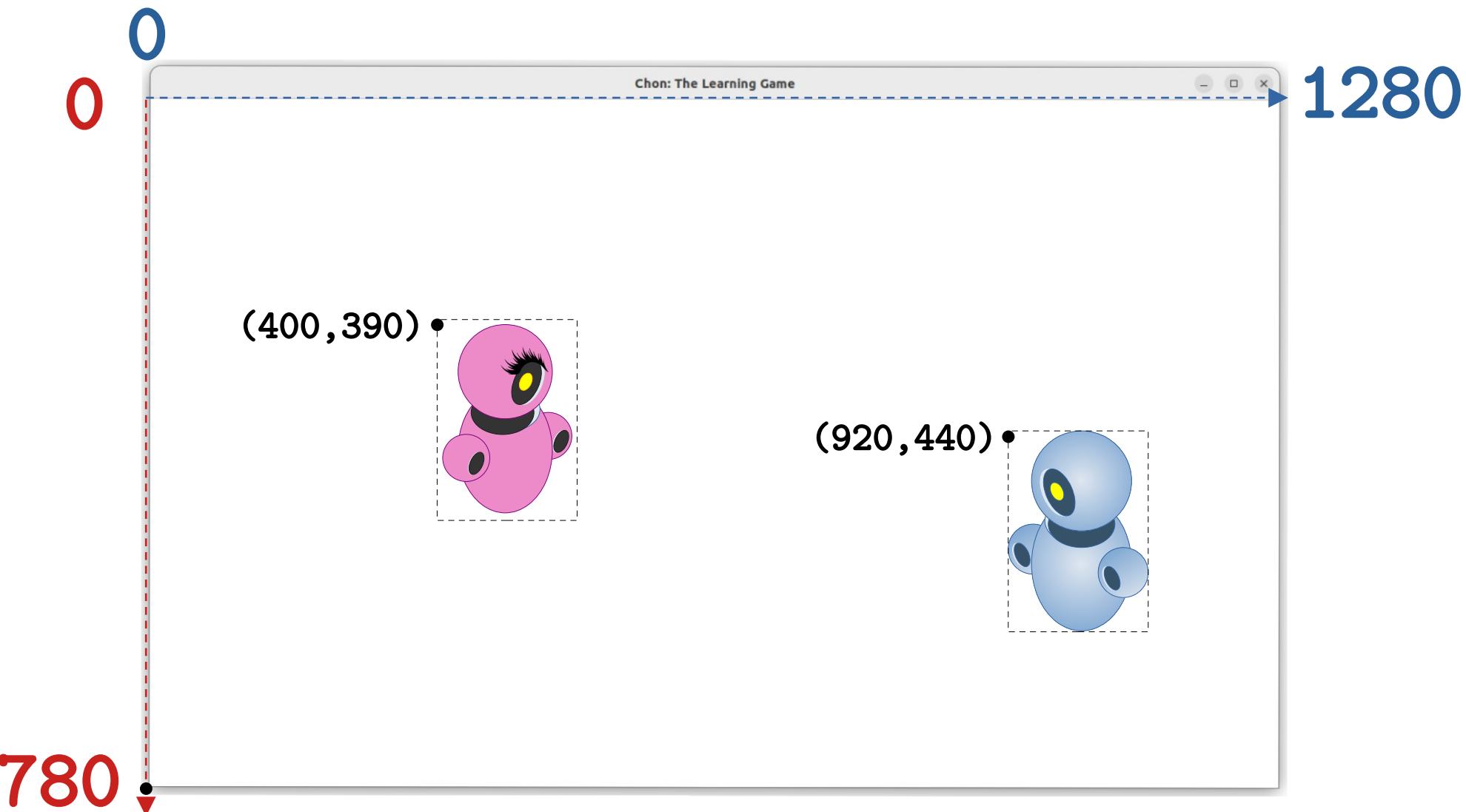
Chasing the Player



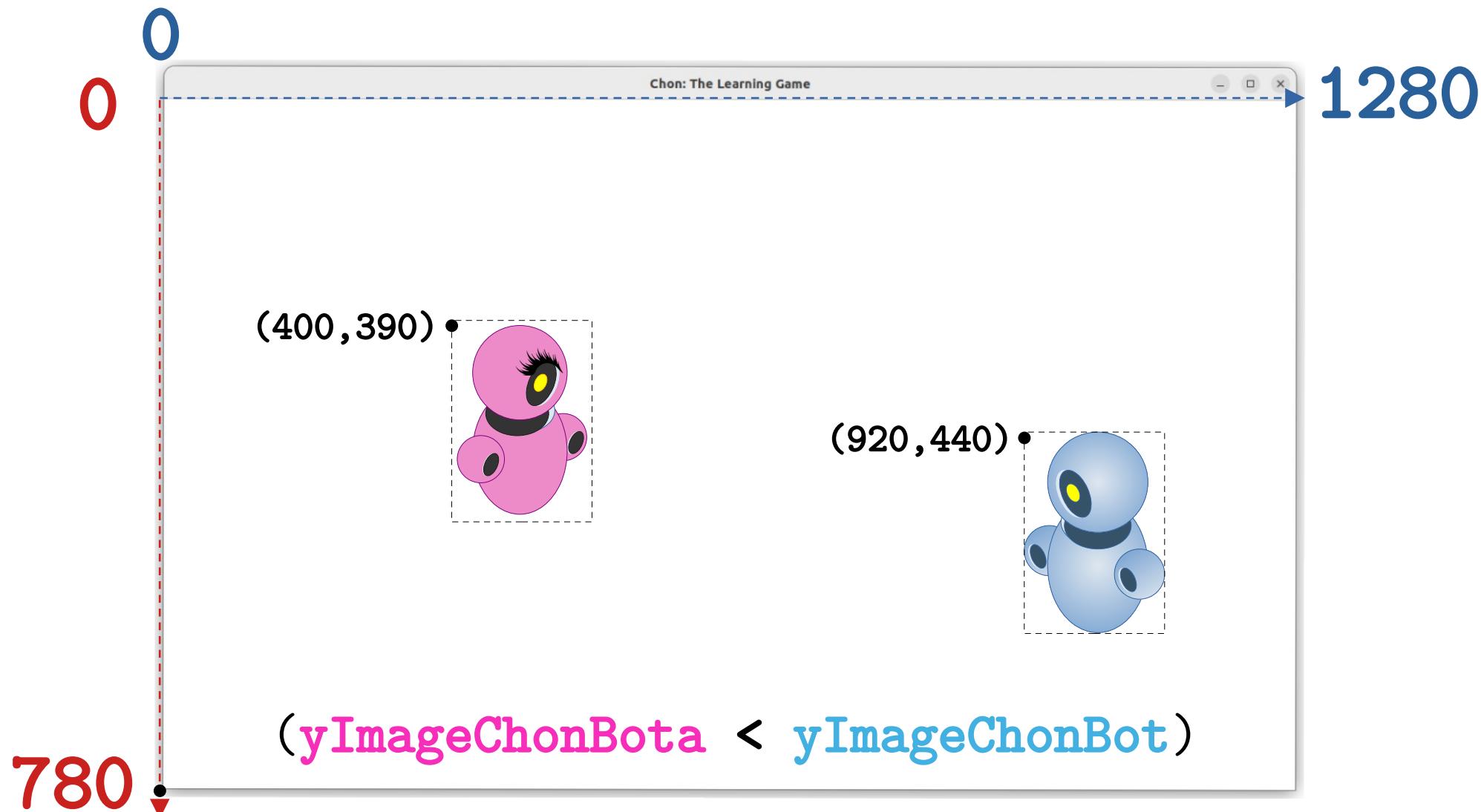
Chasing the Player



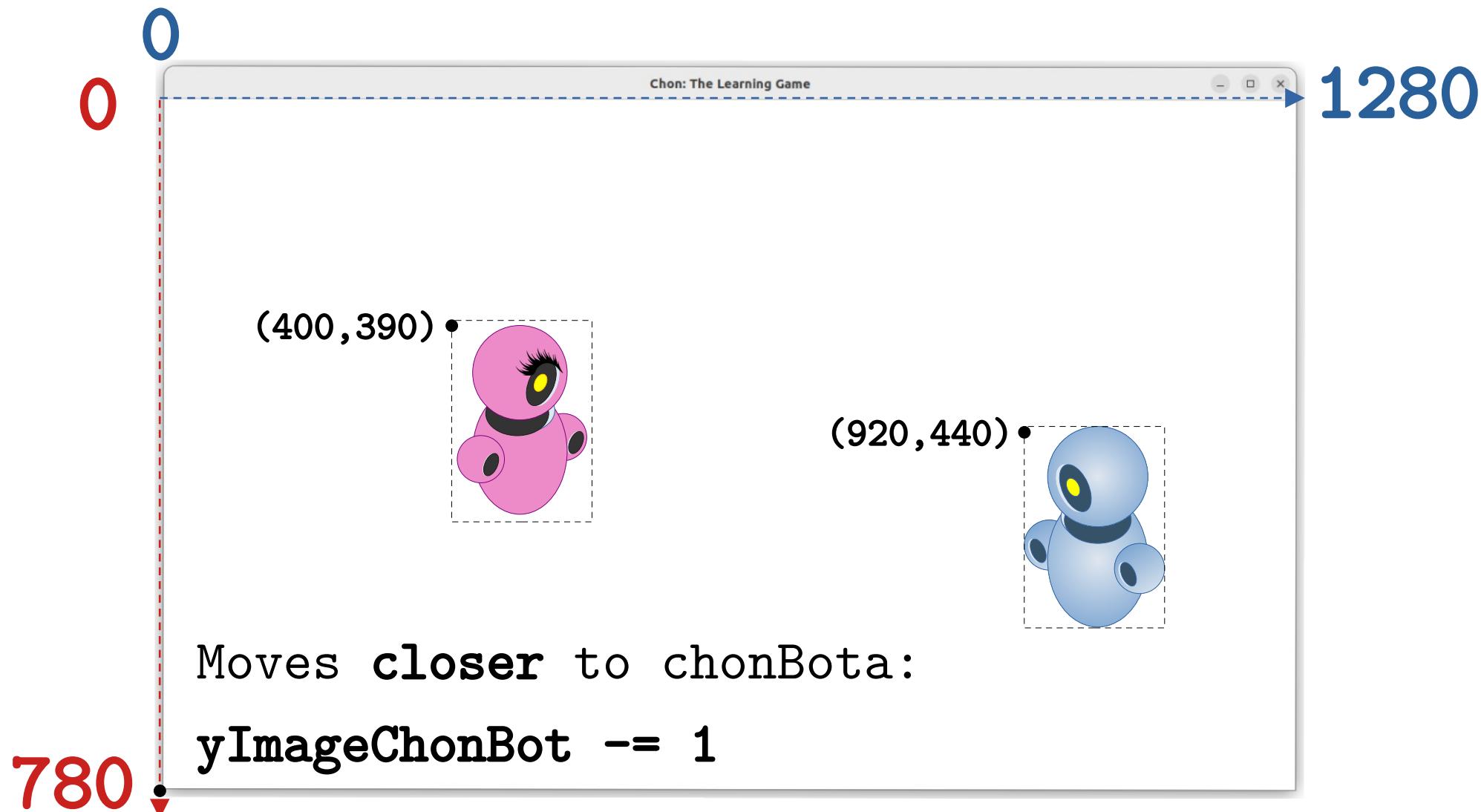
Chasing the Player



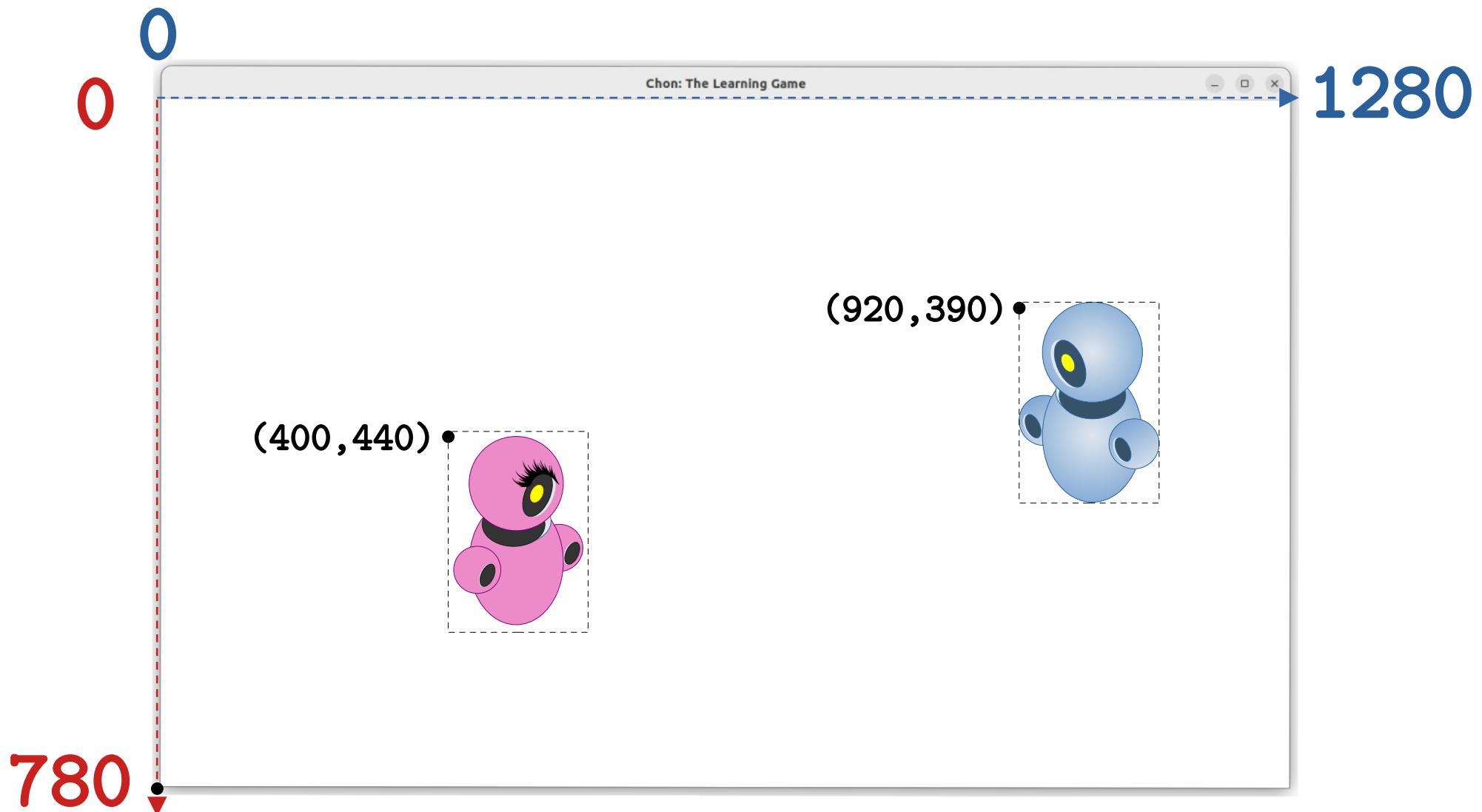
Chasing the Player



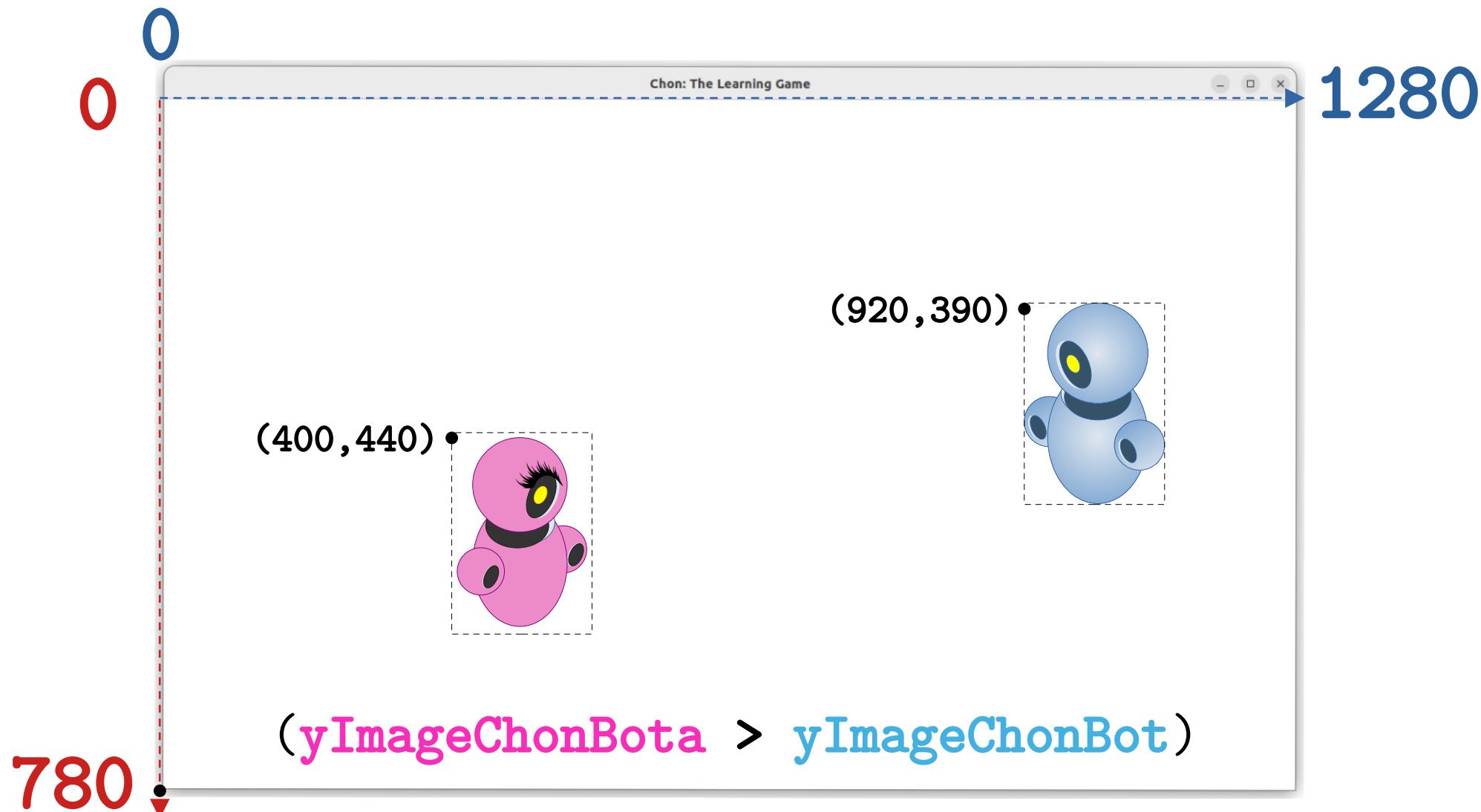
Chasing the Player



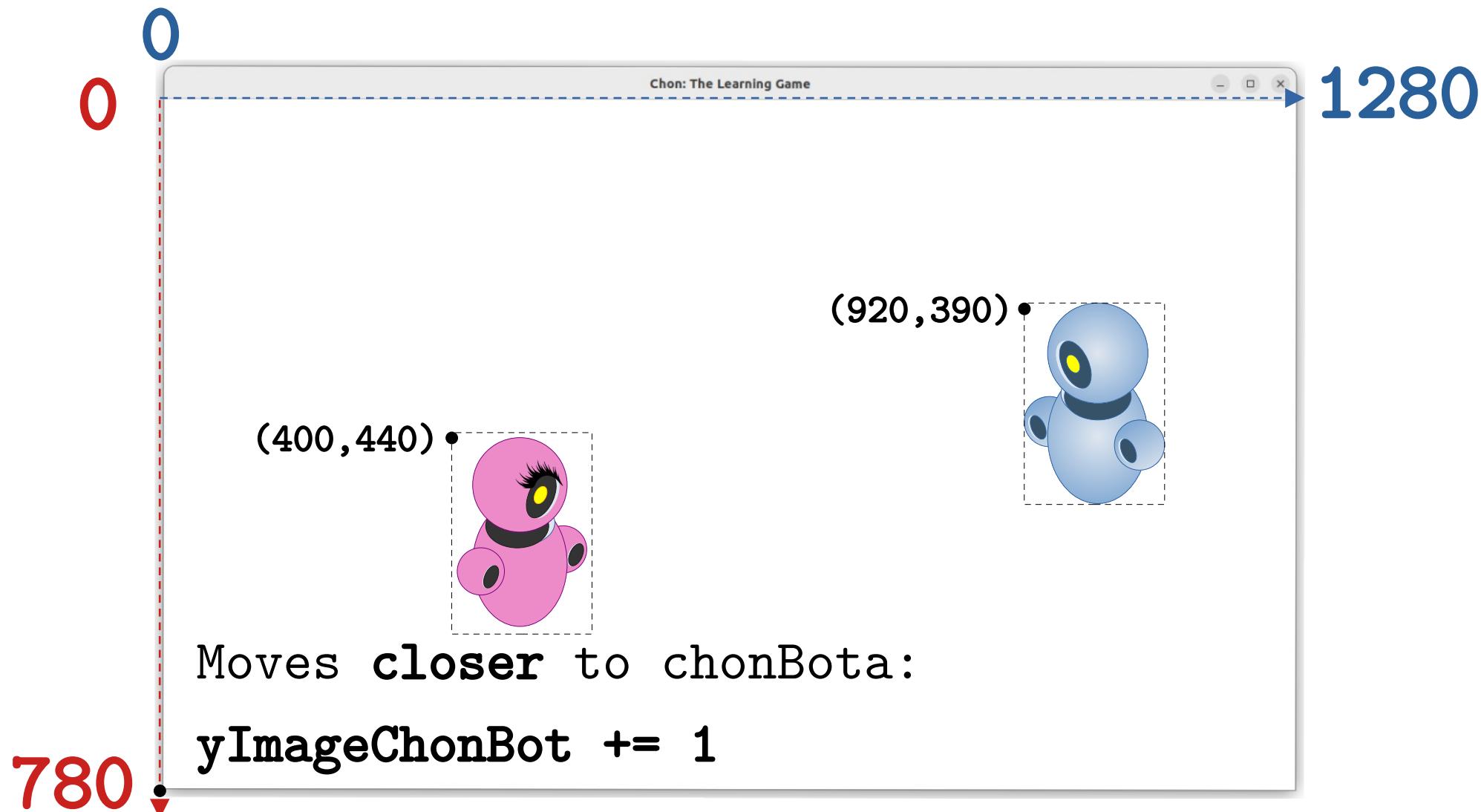
Chasing the Player



Chasing the Player



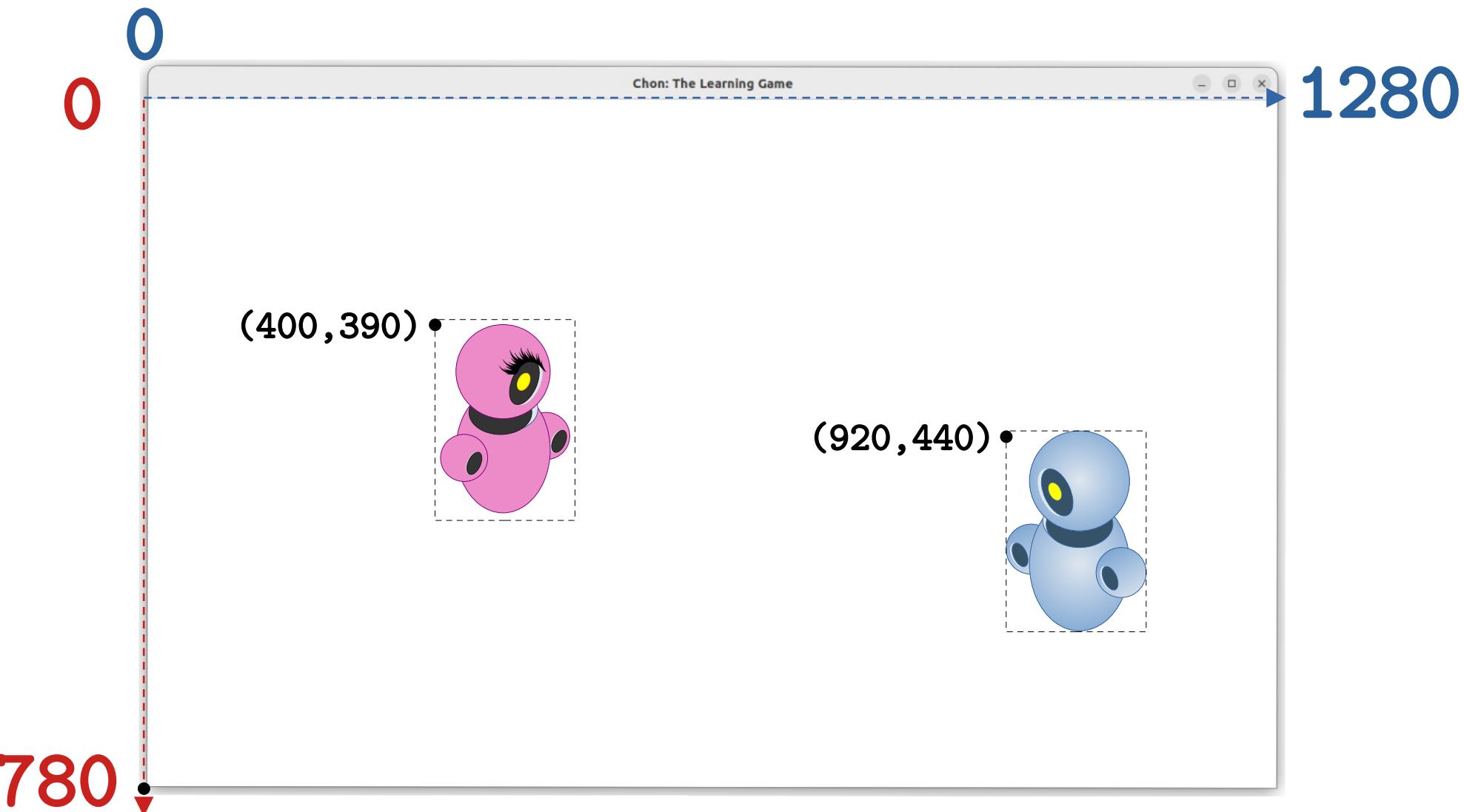
Chasing the Player



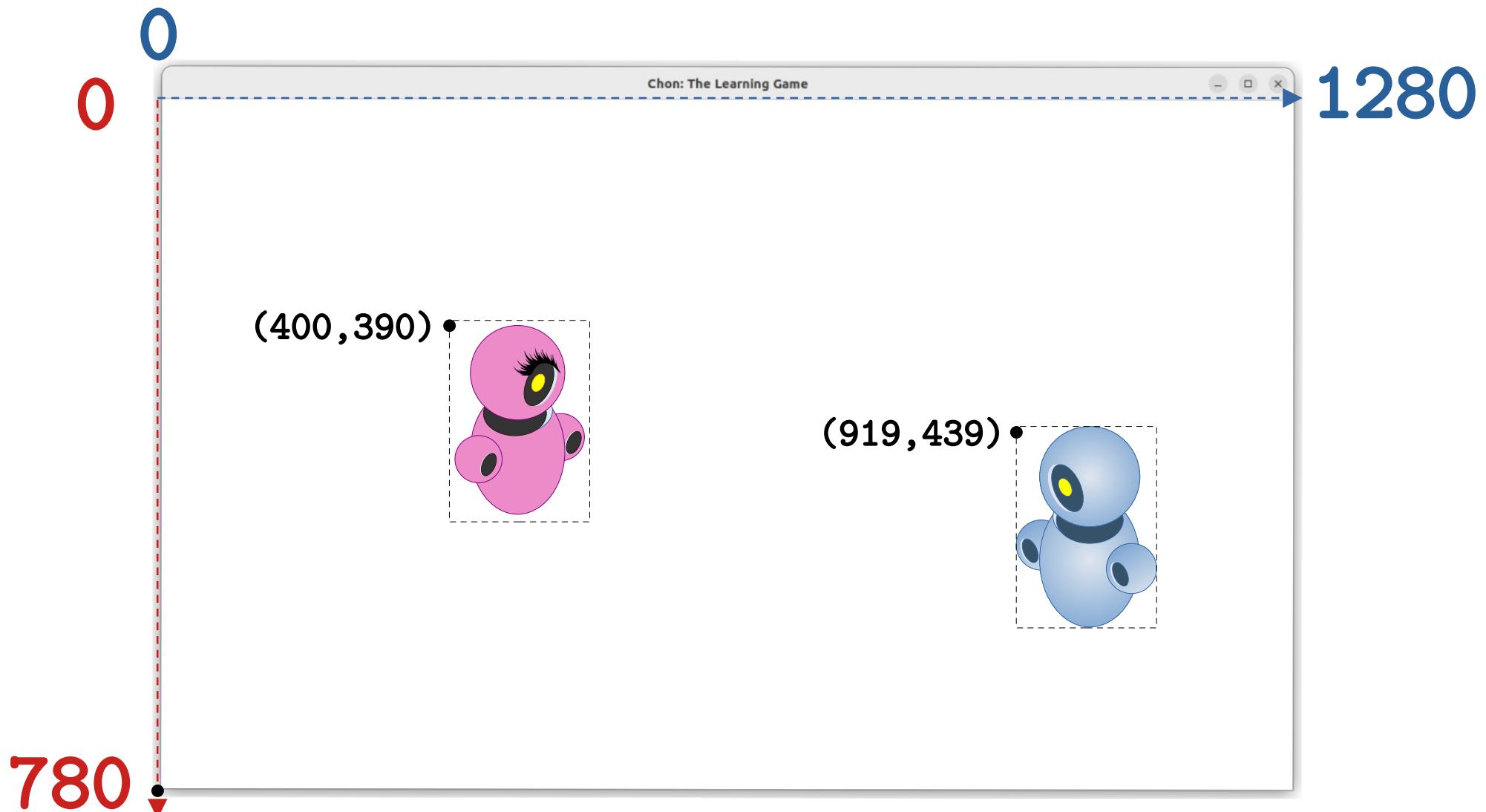
Chasing the Player

The **two conditions**
for **x** and **y**
apply at the same time.

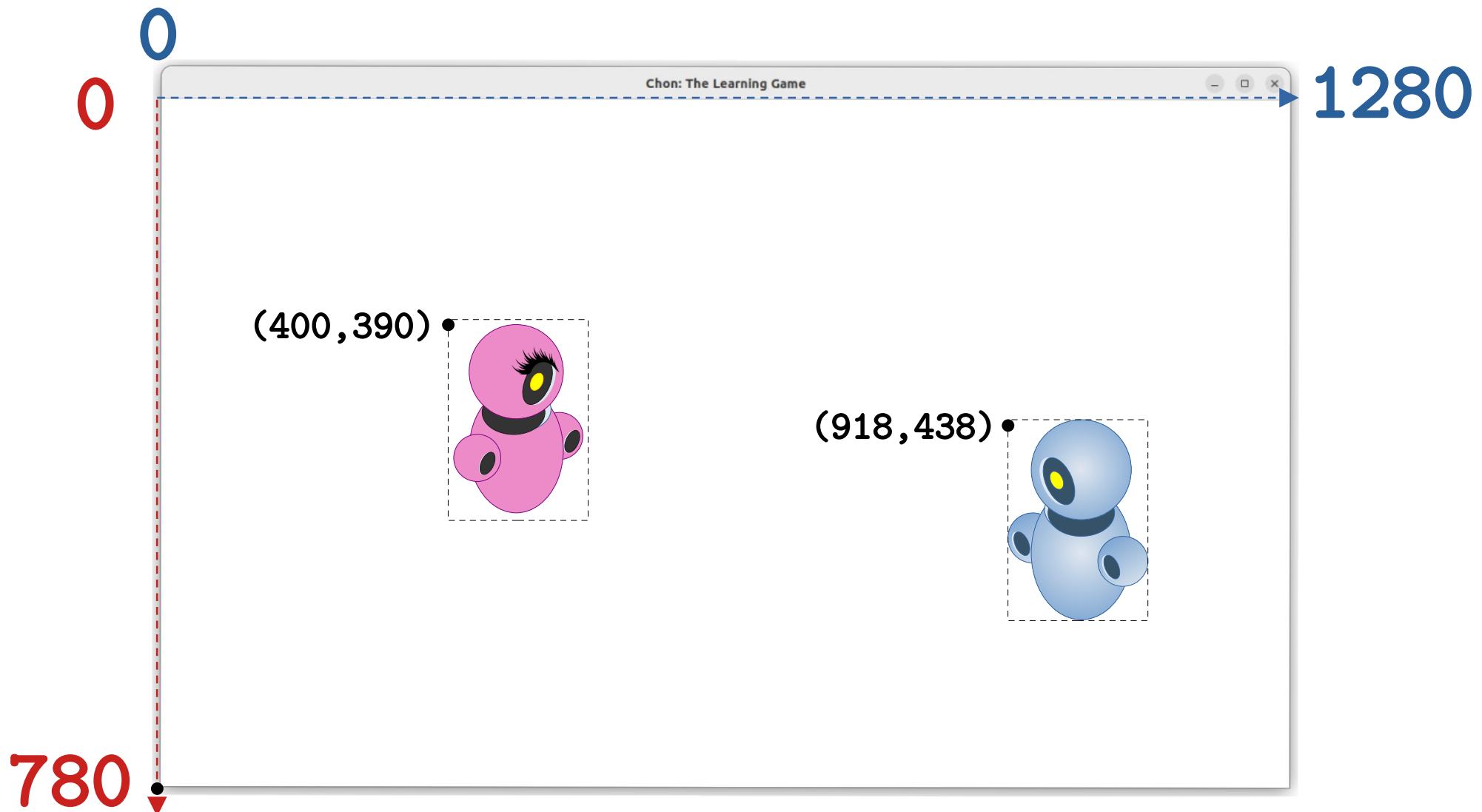
Chasing the Player



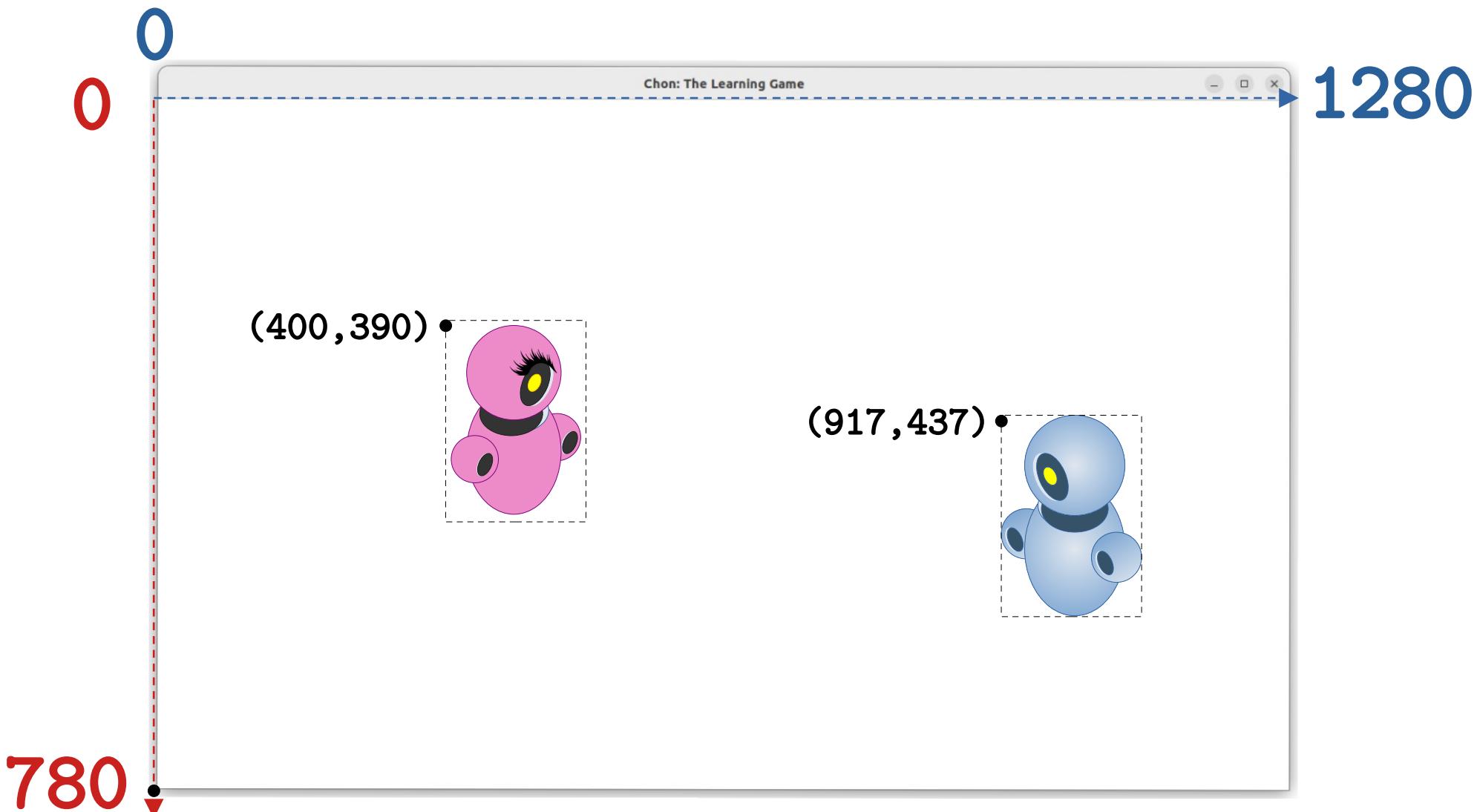
Chasing the Player



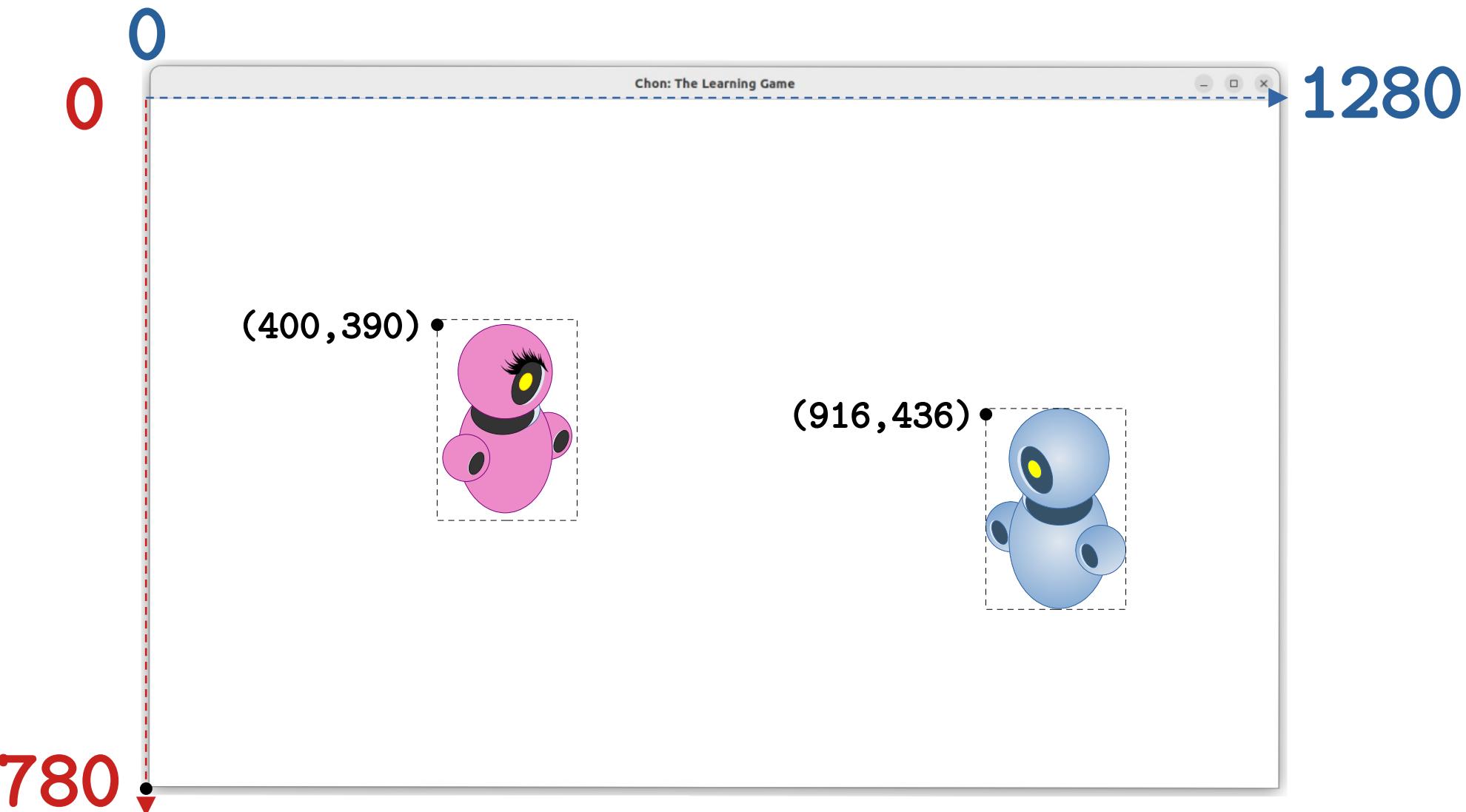
Chasing the Player



Chasing the Player



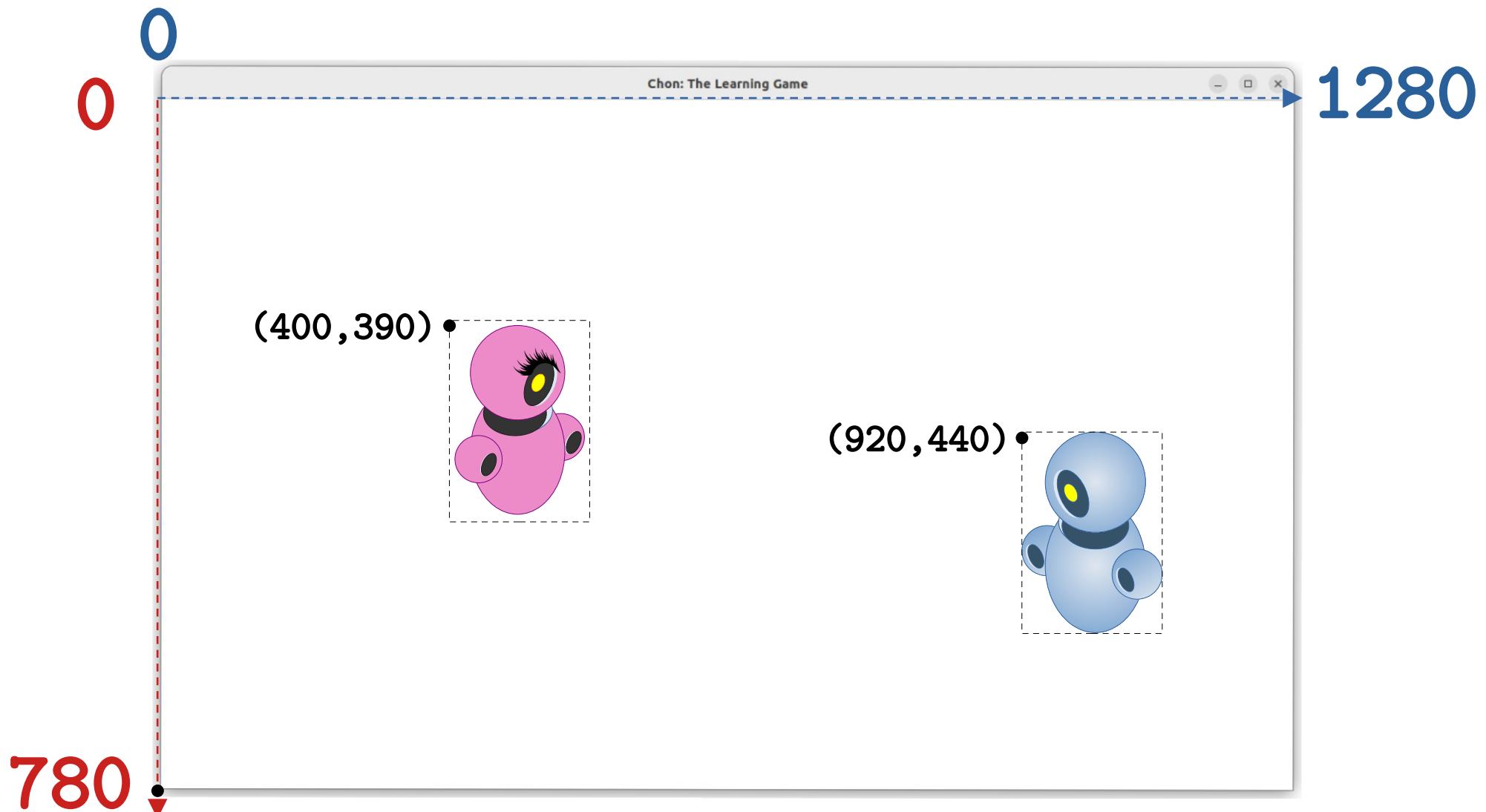
Chasing the Player



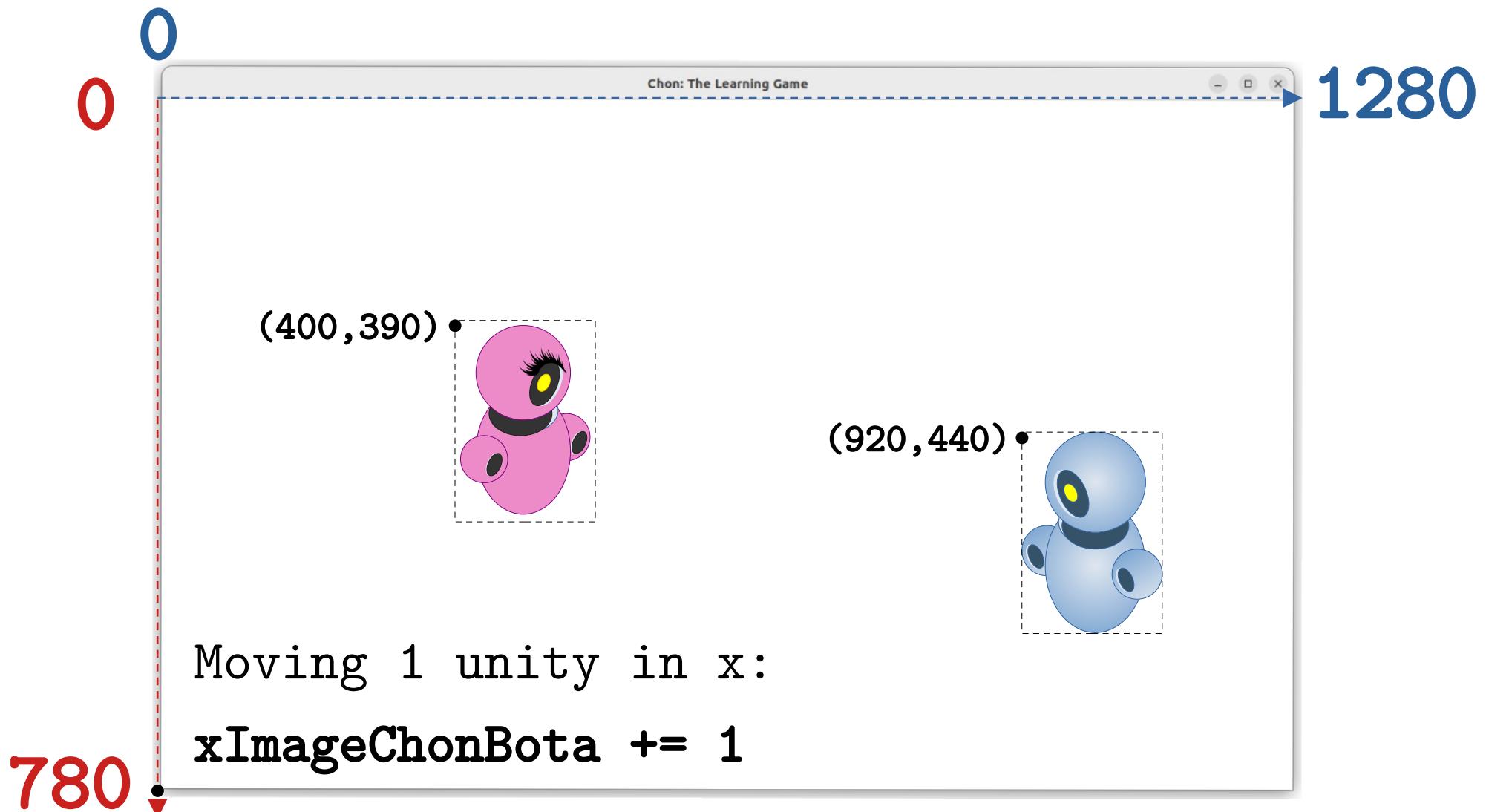
Defining Speed

The **speed** is related to **how many** unities the object moves in **each cycle** of the **game** loop.

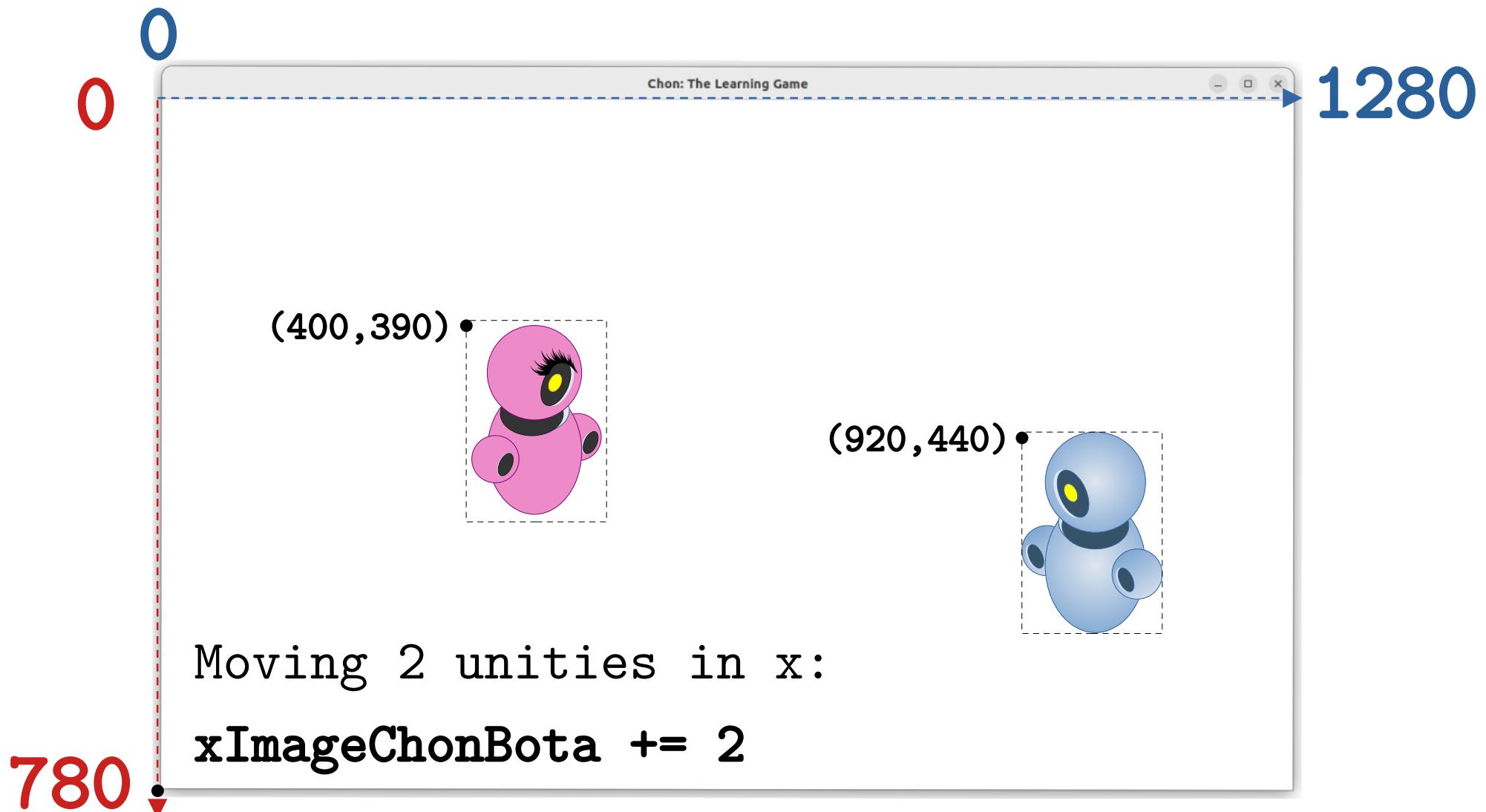
Defining Speed



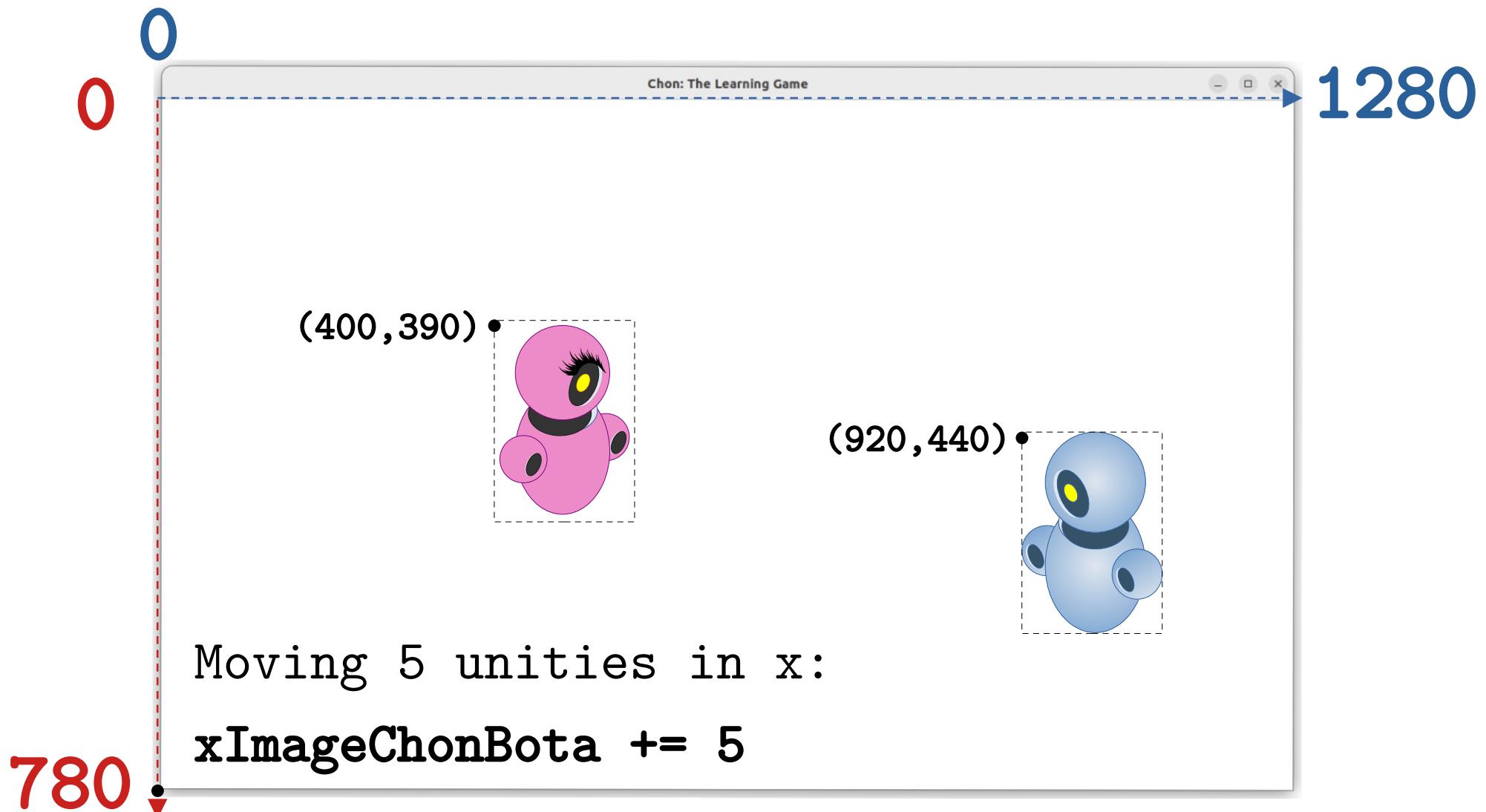
Defining Speed



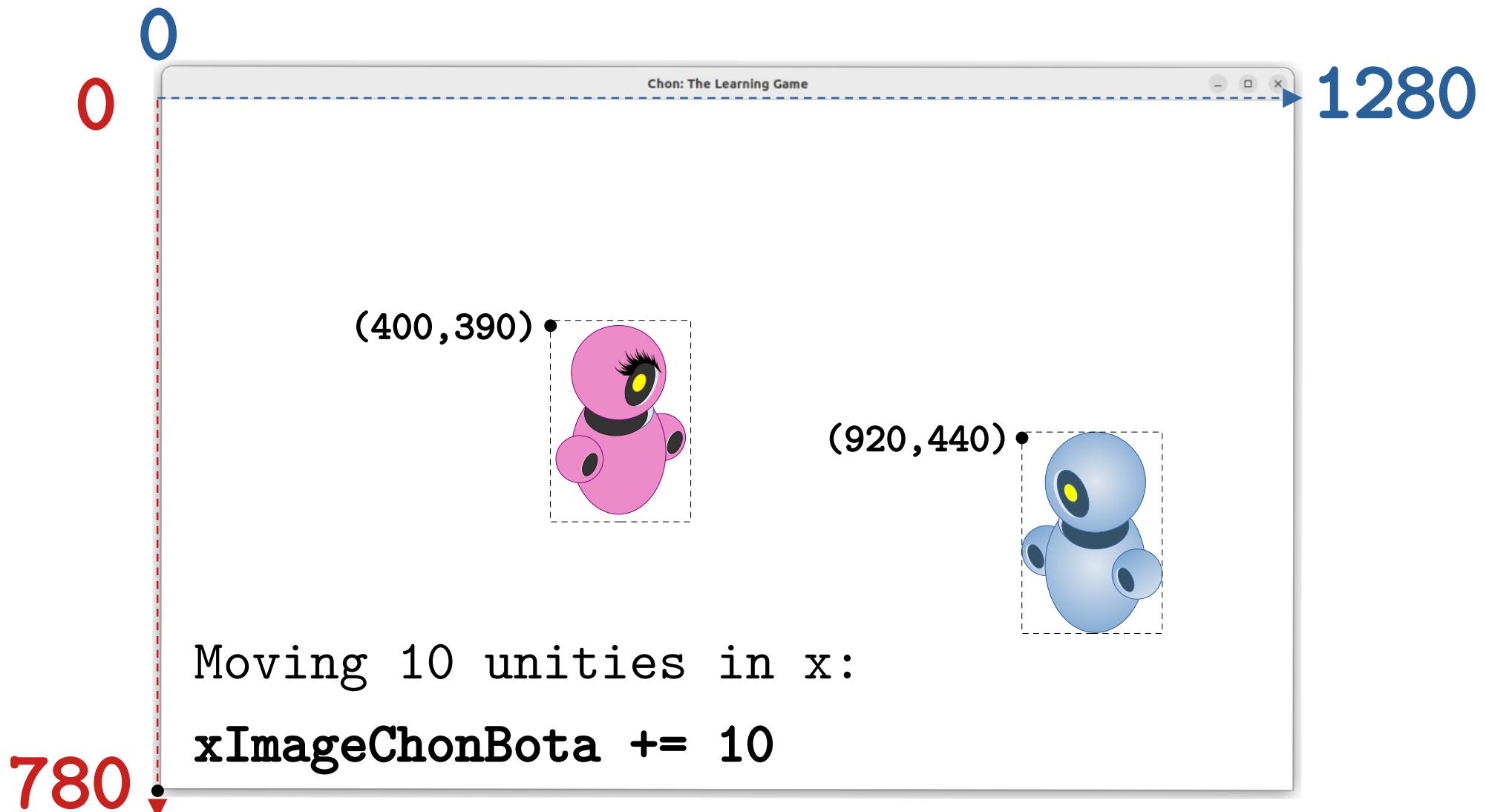
Defining Speed



Defining Speed



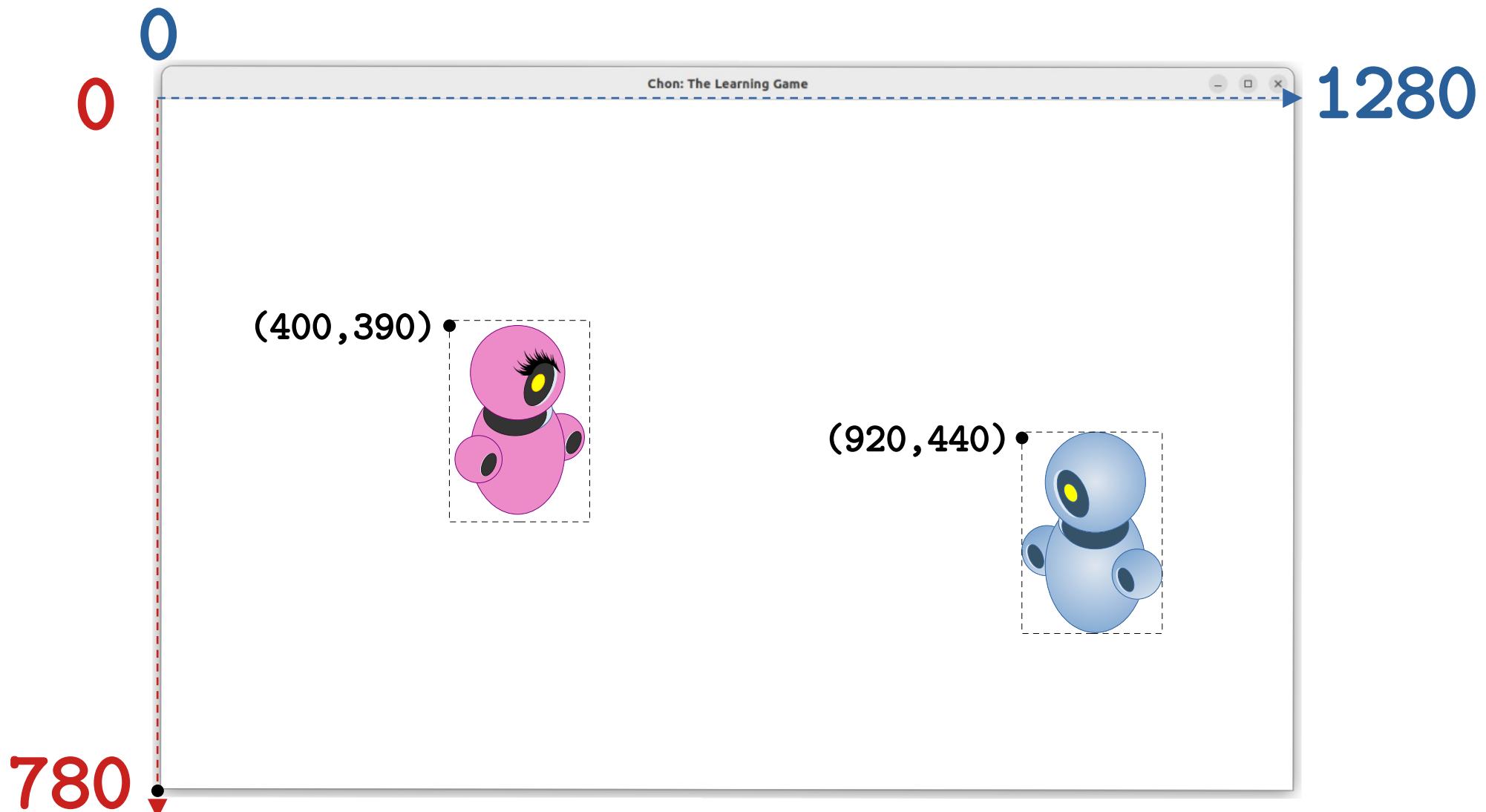
Defining Speed



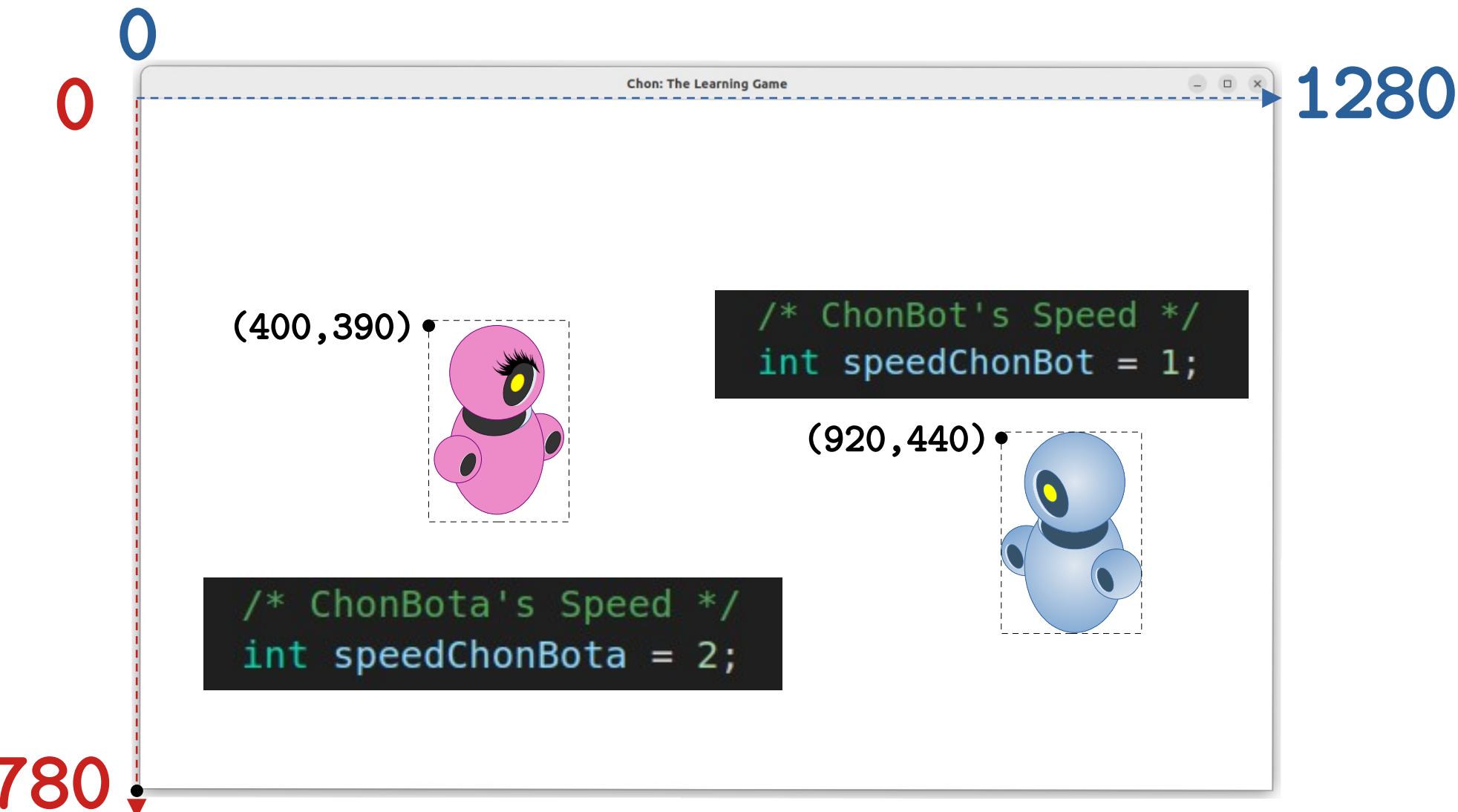
Defining Speed

So , the **speed** is a pre-defined integer **unity** .

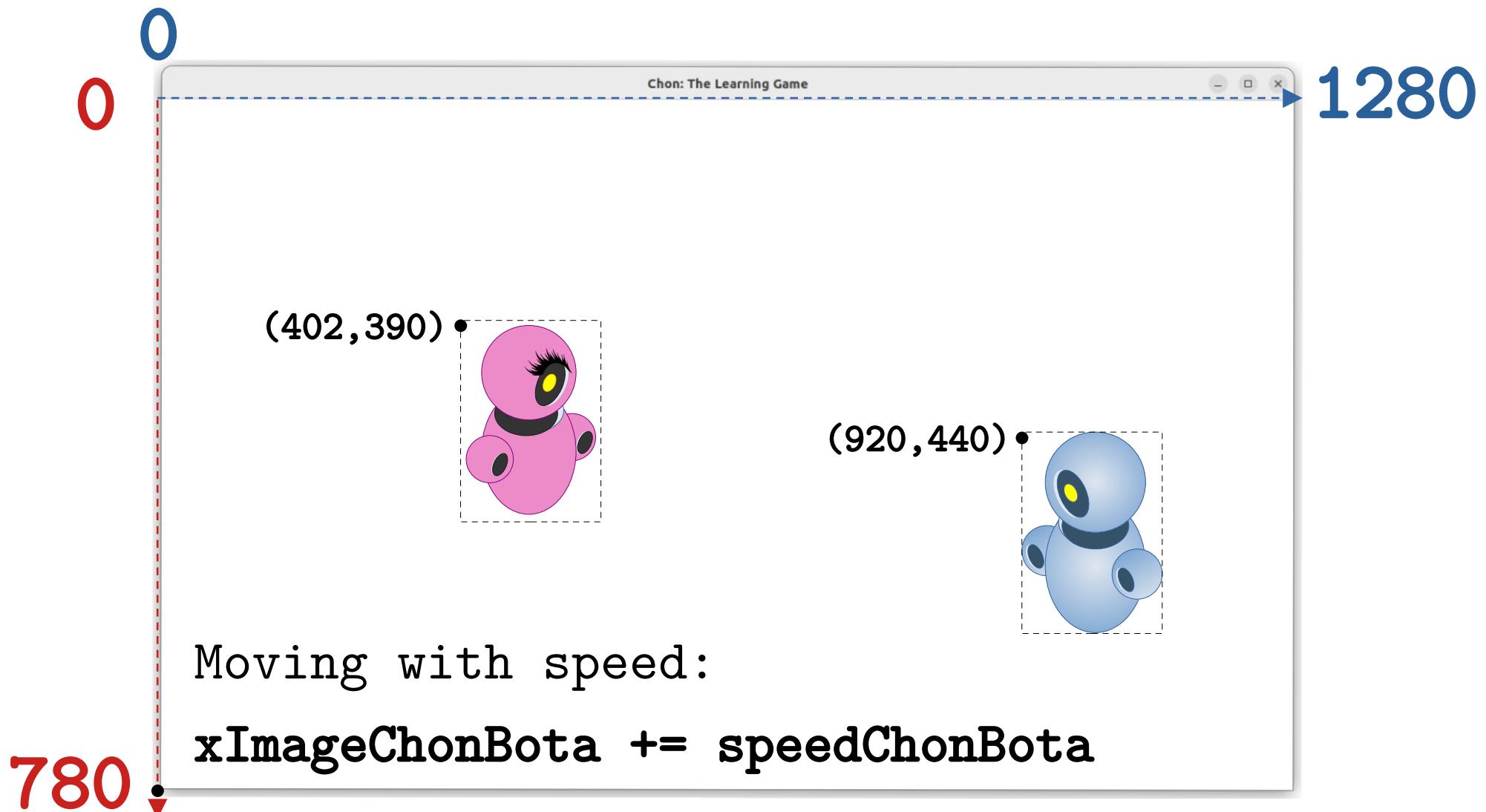
Defining Speed



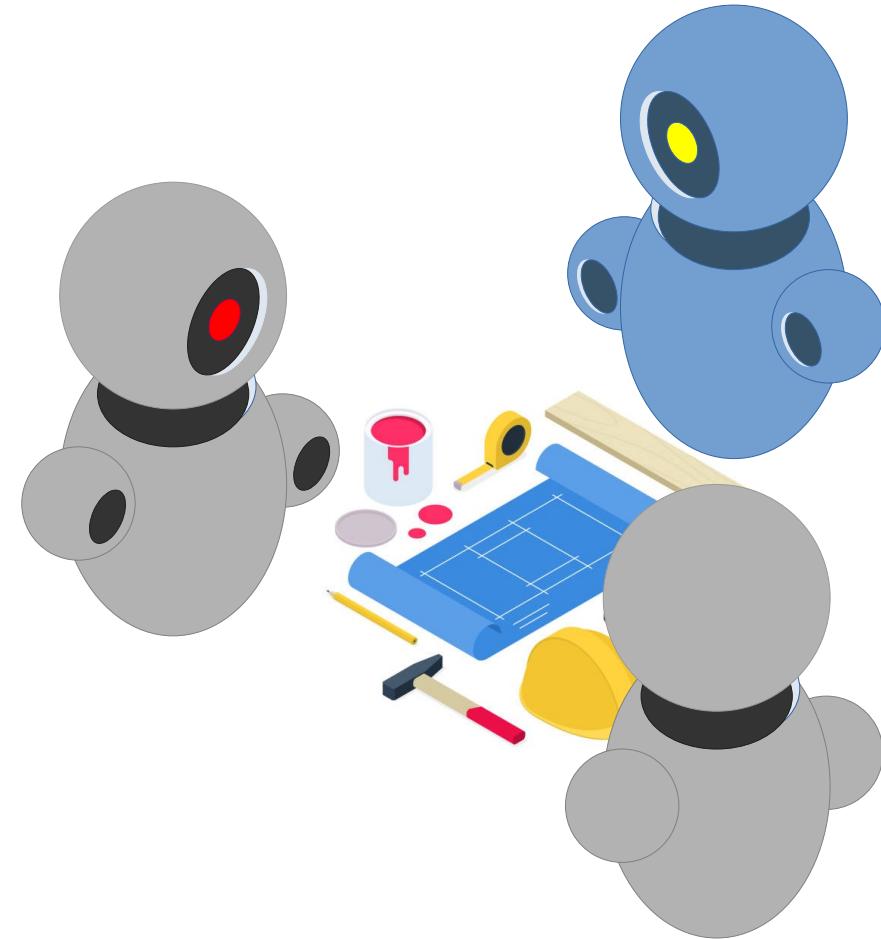
Defining Speed



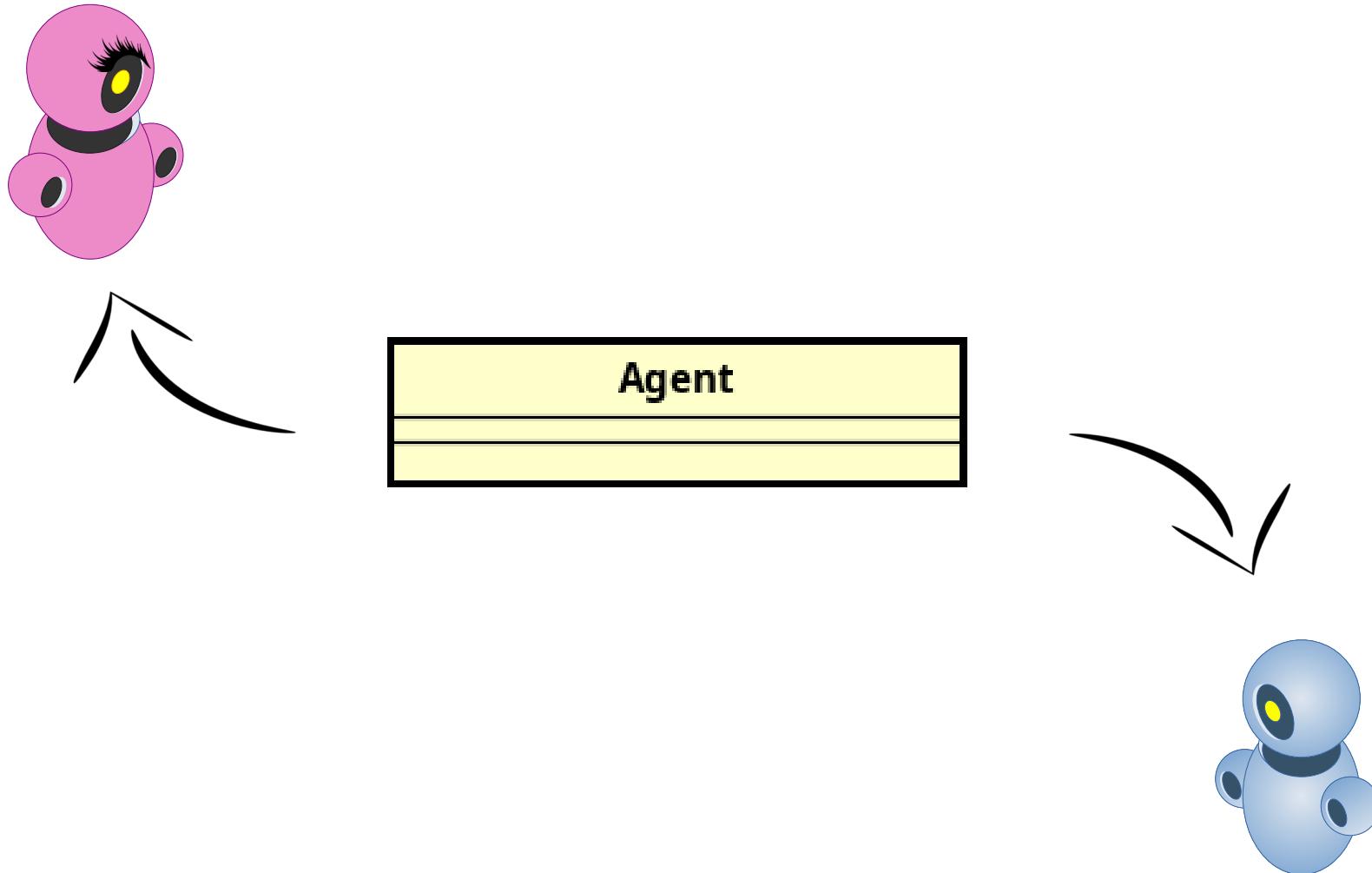
Defining Speed



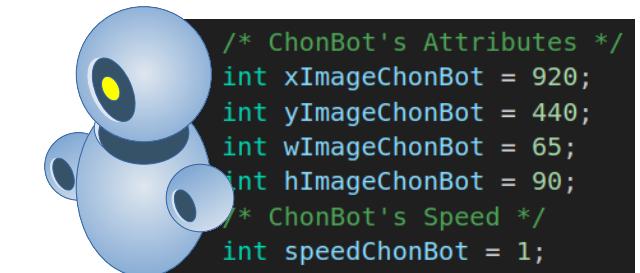
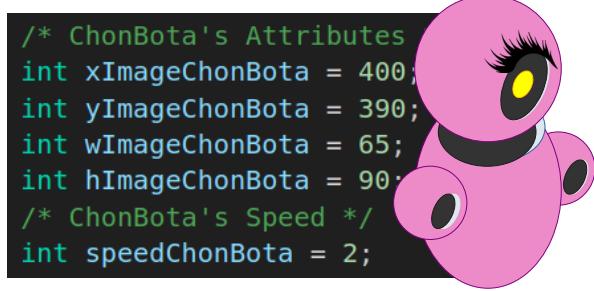
MODELING THE ENGINE



Class Agent

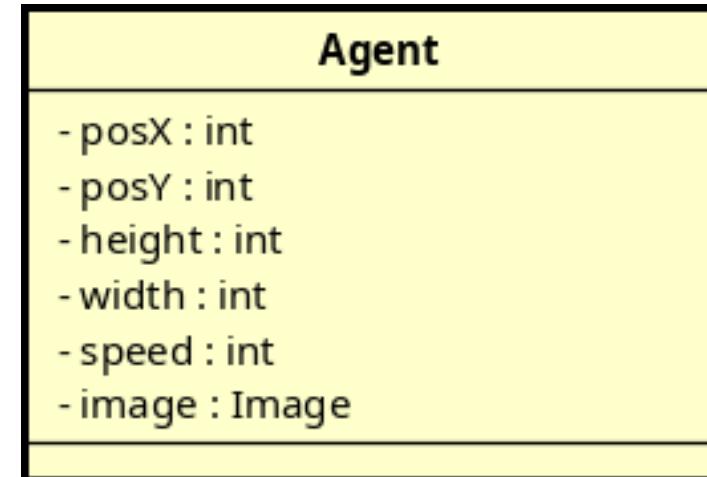


Class Agent



Class Agent

```
/* ChonBota's Attributes  
int xImageChonBota = 400;  
int yImageChonBota = 390;  
int wImageChonBota = 65;  
int hImageChonBota = 90;  
/* ChonBota's Speed */  
int speedChonBota = 2;
```



```
/* ChonBot's Attributes */  
int xImageChonBot = 920;  
int yImageChonBot = 440;  
int wImageChonBot = 65;  
int hImageChonBot = 90;  
/* ChonBot's Speed */  
int speedChonBot = 1;
```

Class Environment

```
StackPane root = new StackPane();
Scene scene = new Scene(root, width:1280, height:780);
theStage.setTitle(value:"Chon: The Learning Game");
theStage.setScene(scene);

int wCanvas = 1280;
int hCanvas = 780;
Canvas canvas = new Canvas(wCanvas, hCanvas);
```

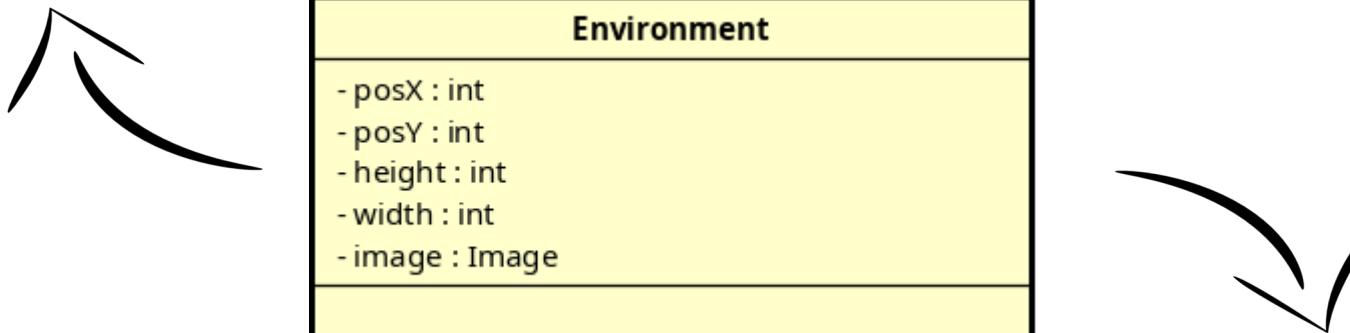


```
Image background = new Image(getClass().getResource("/images/environment/castle.png").toExternalForm());
```

Class Environment

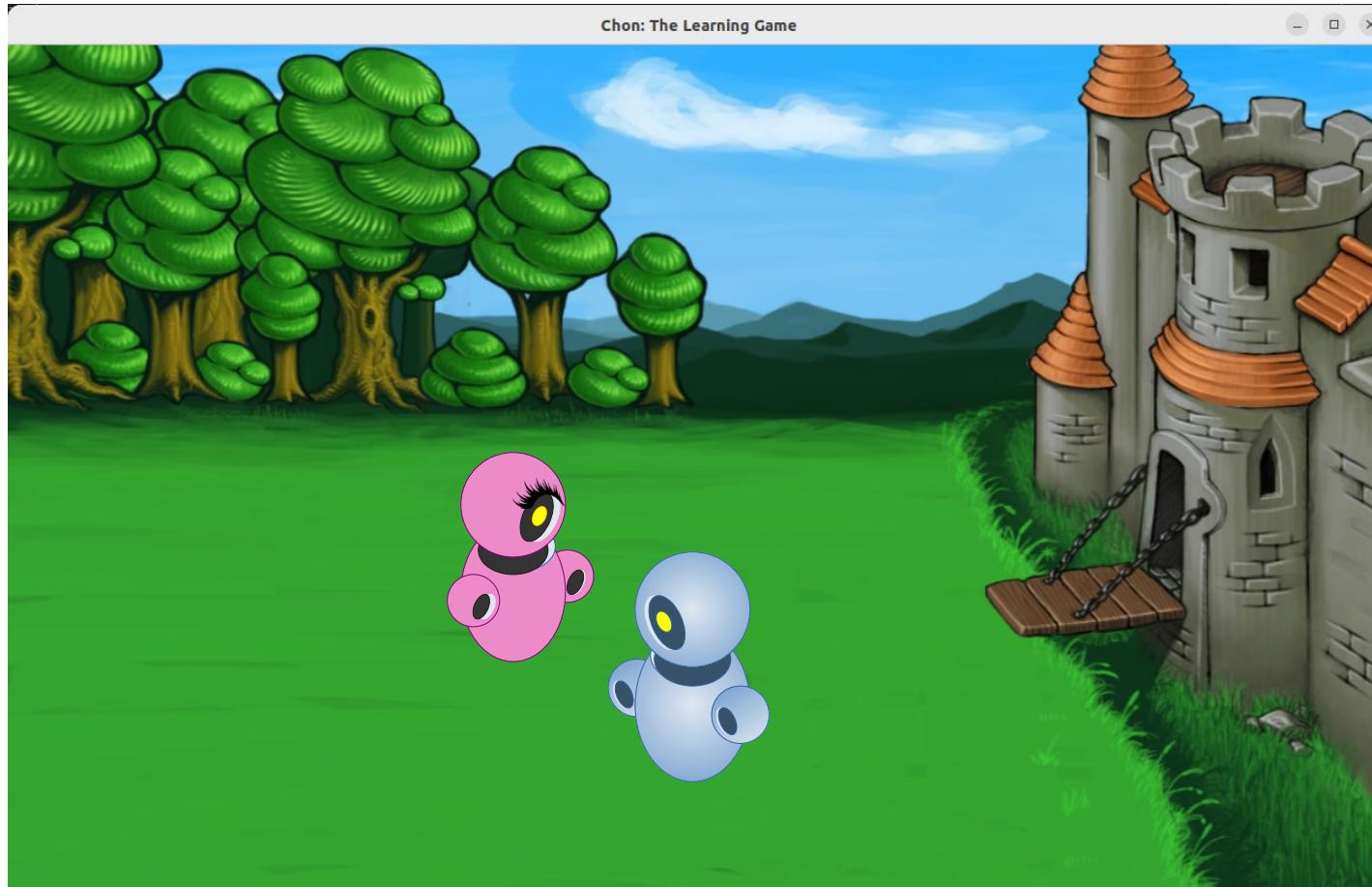
```
StackPane root = new StackPane();
Scene scene = new Scene(root, width:1280, height:780);
theStage.setTitle(value:"Chon: The Learning Game");
theStage.setScene(scene);

int wCanvas = 1280;
int hCanvas = 780;
Canvas canvas = new Canvas(wCanvas, hCanvas);
```

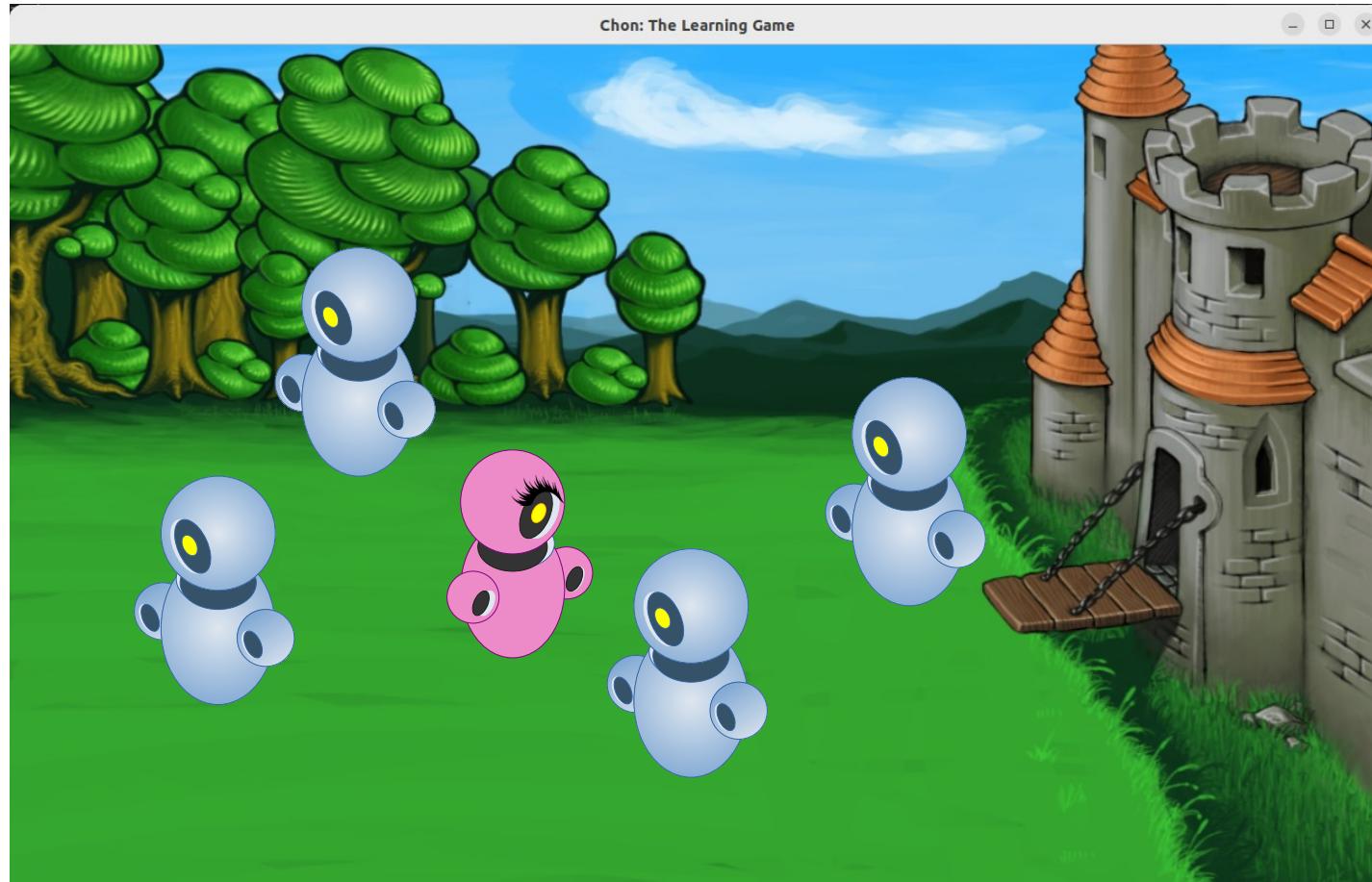


```
Image background = new Image(getClass().getResource("/images/environment/castle.png").toExternalForm());
```

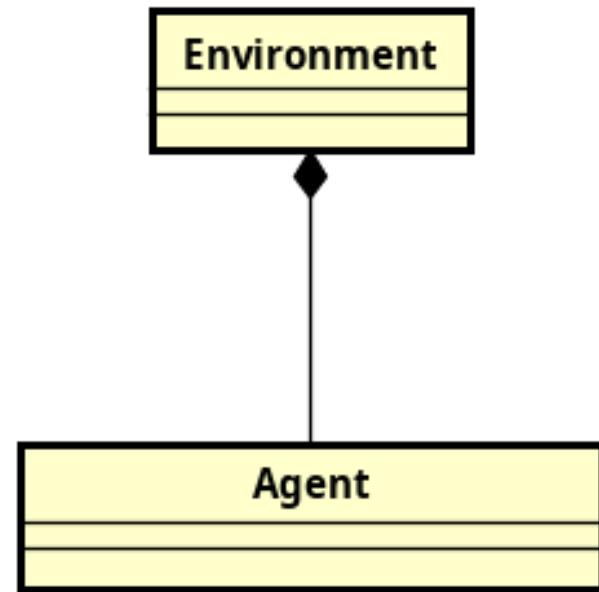
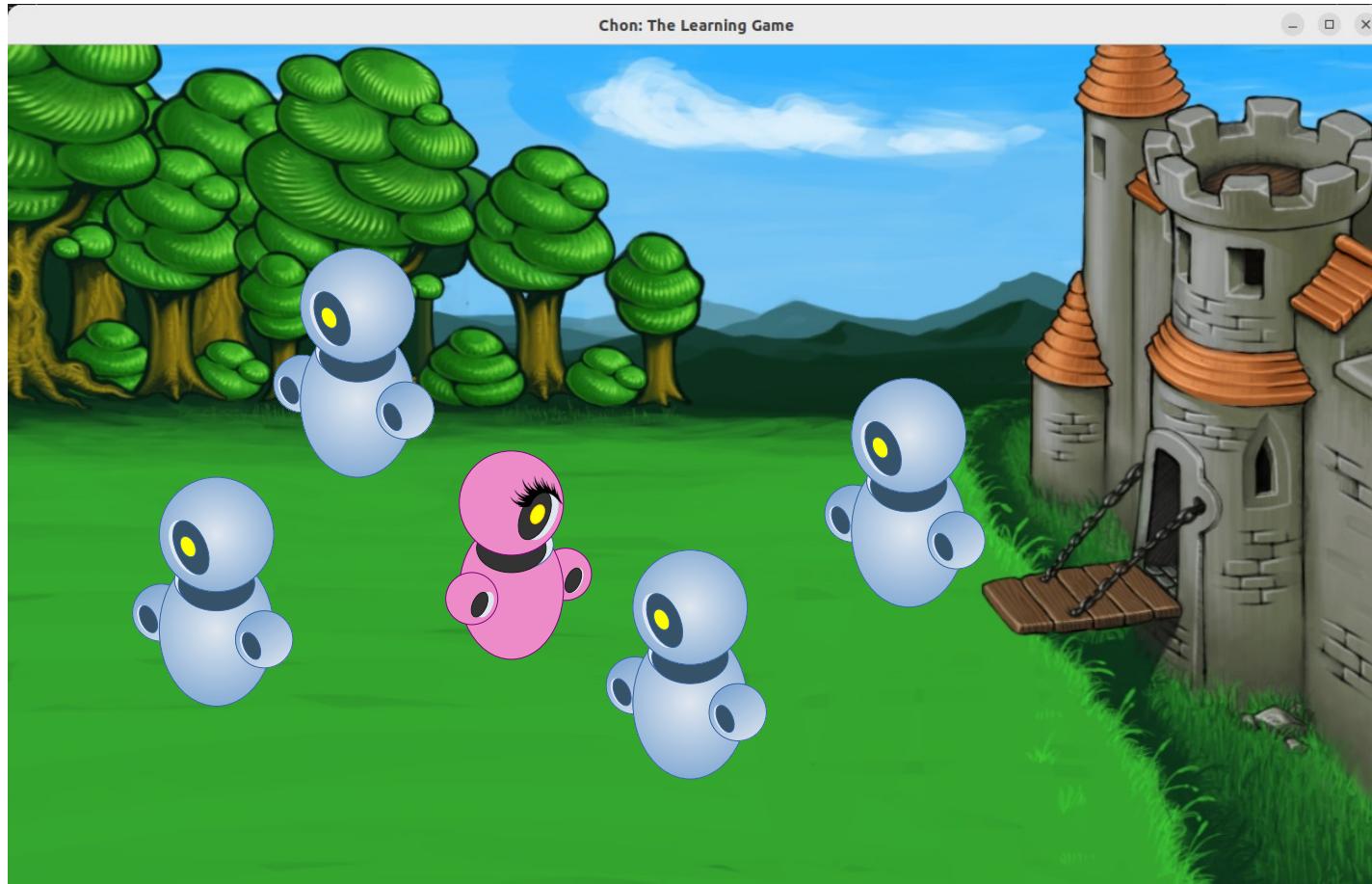
The Class Diagram



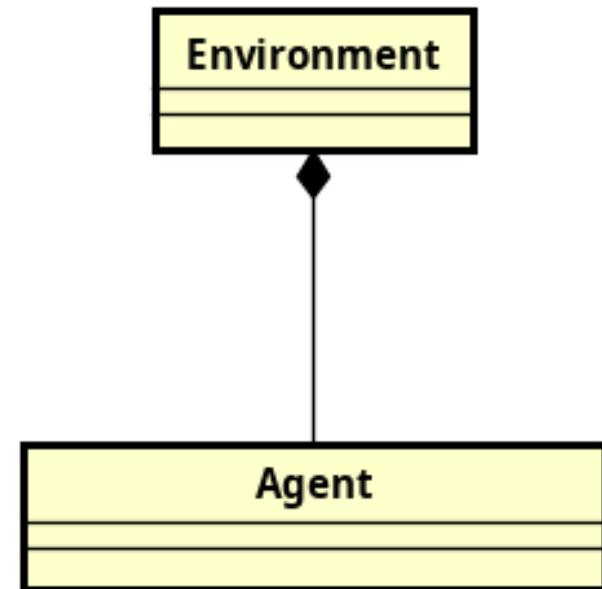
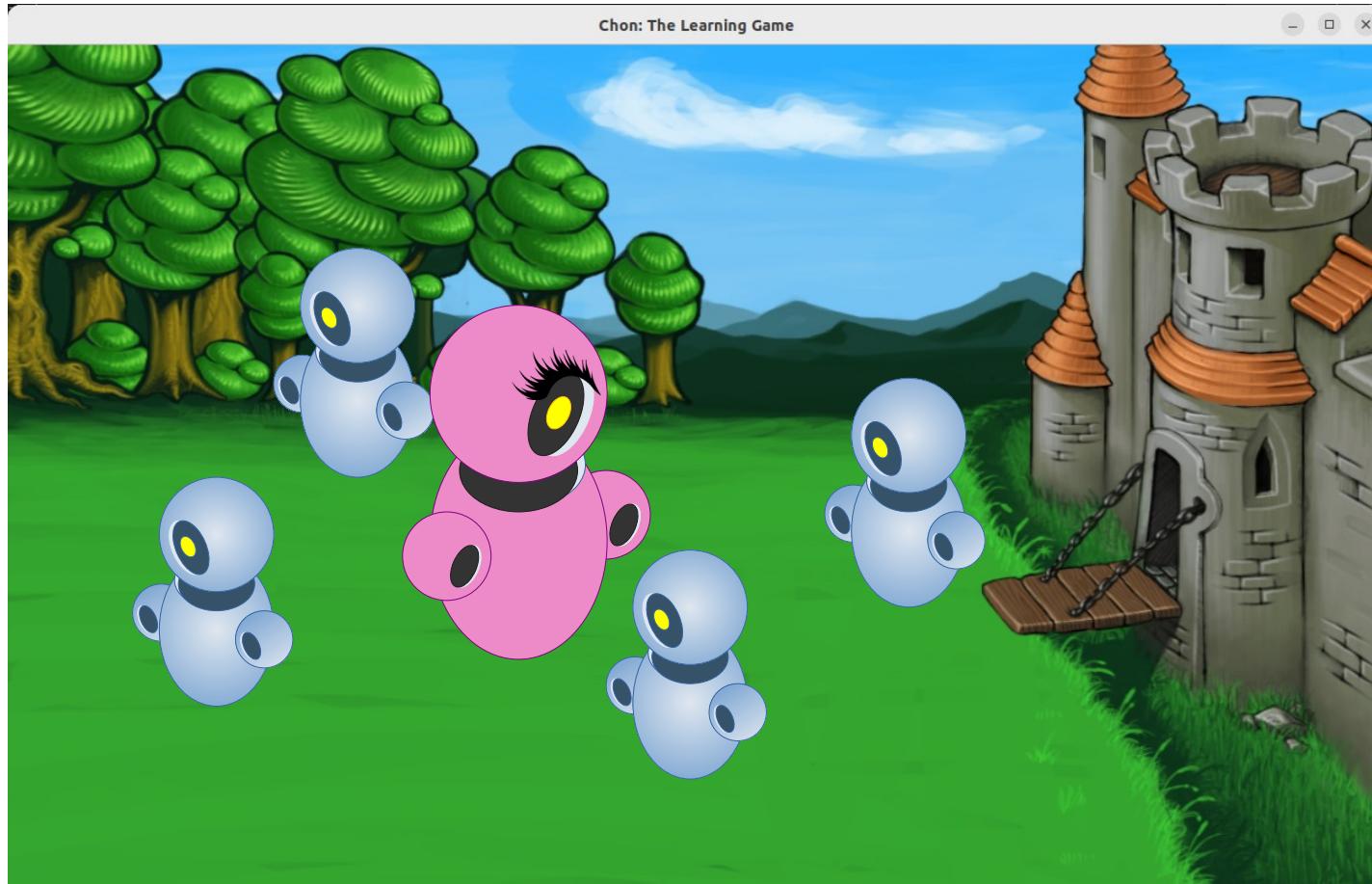
The Class Diagram



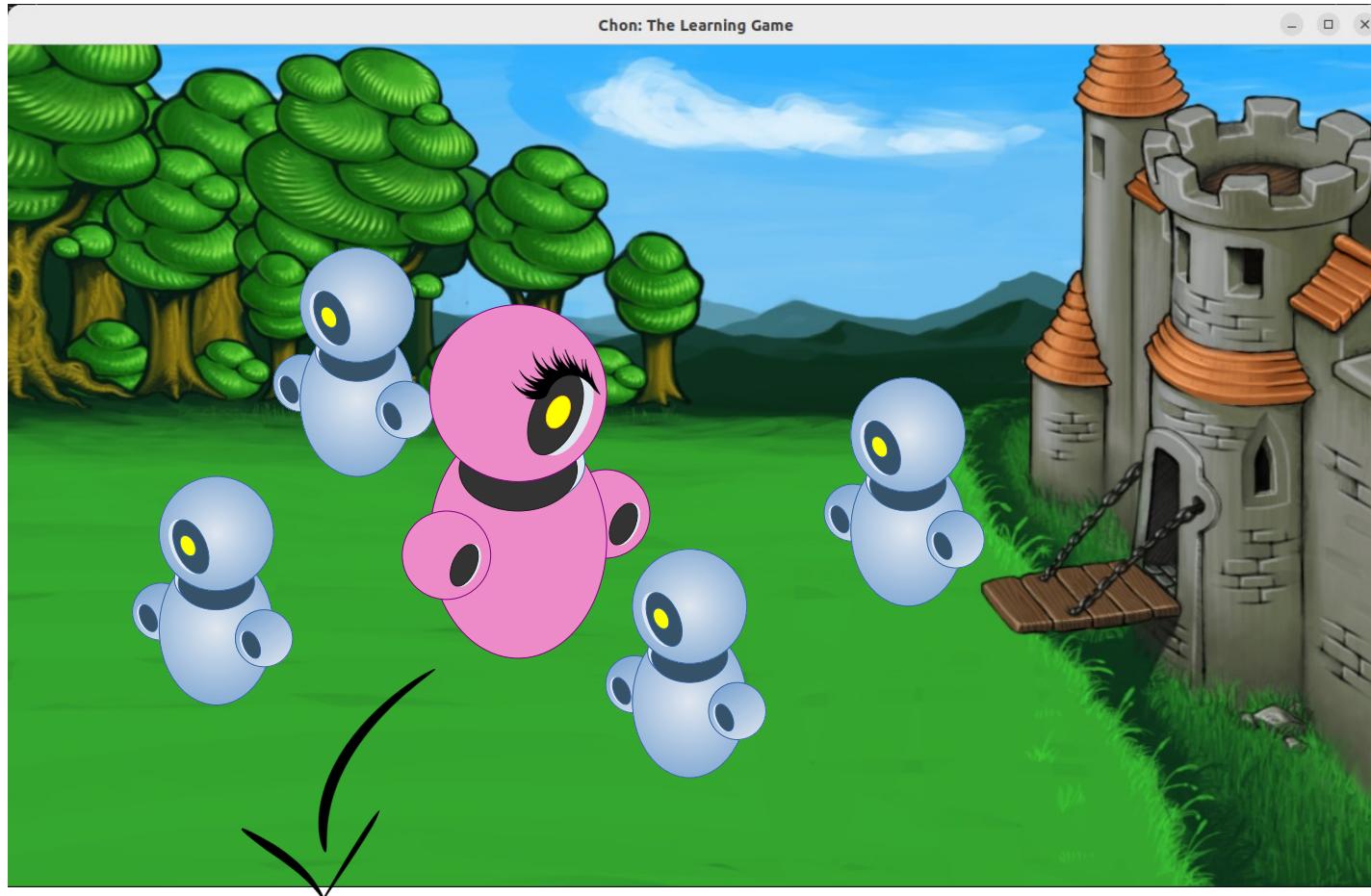
The Class Diagram



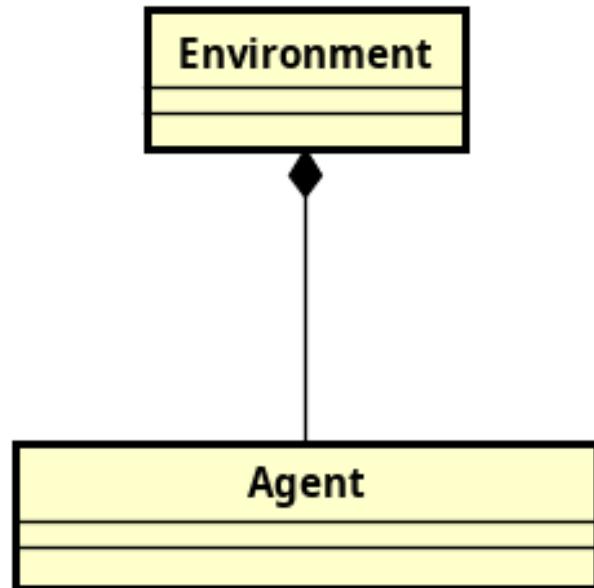
The Class Diagram



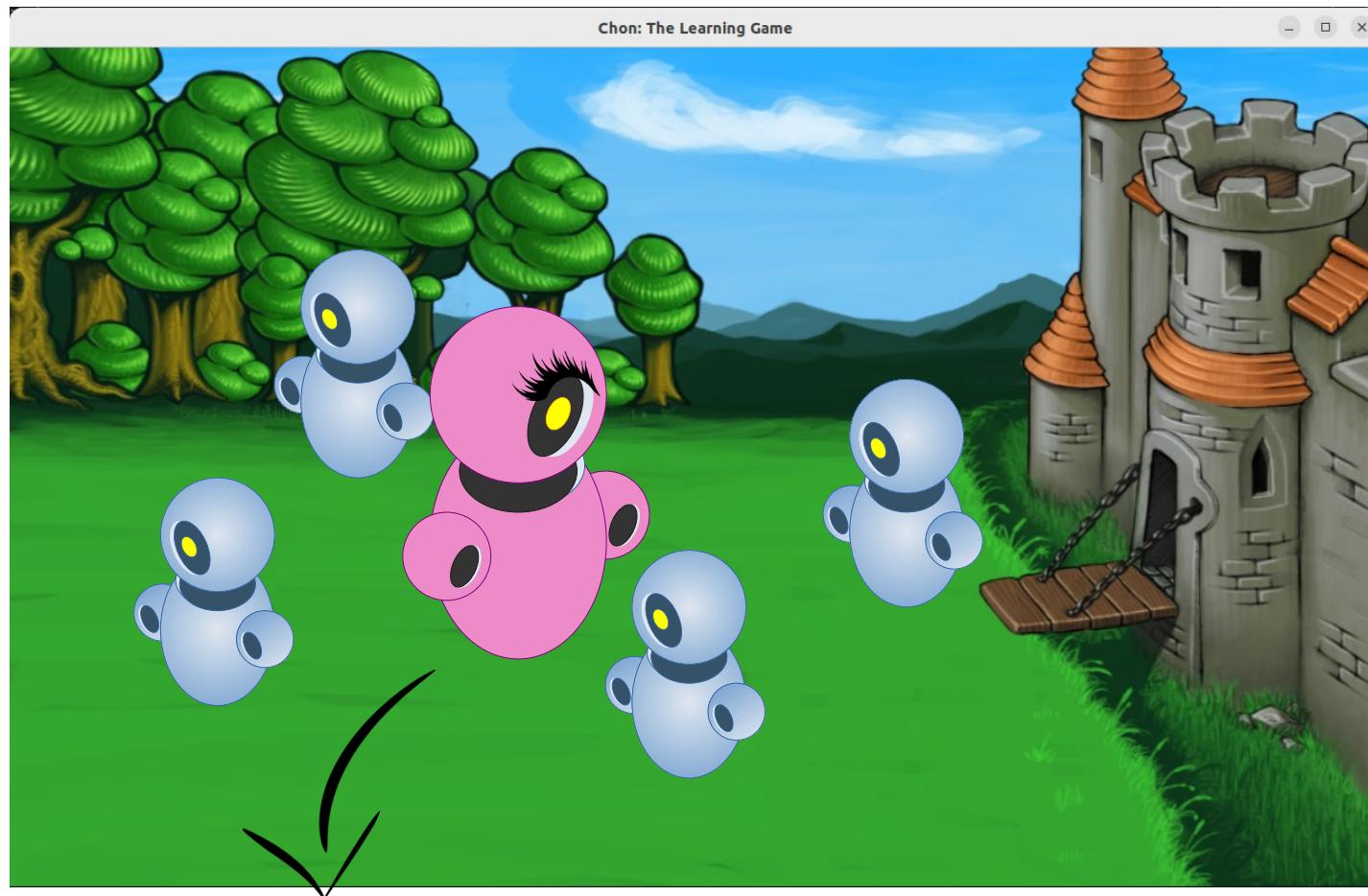
The Class Diagram



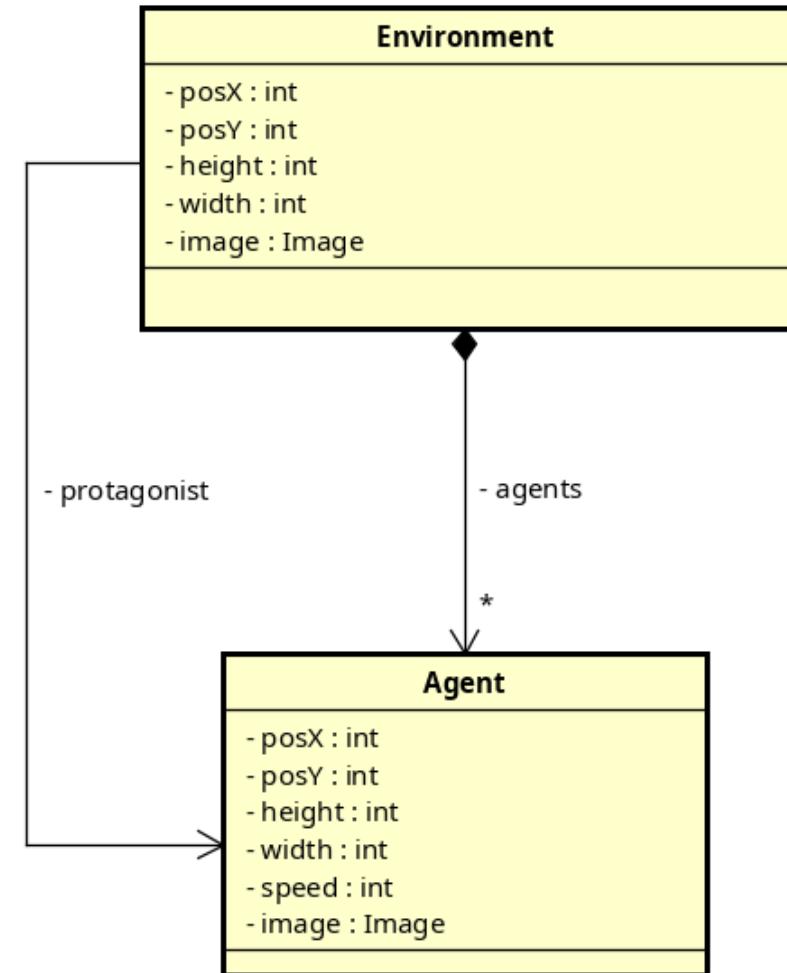
protagonist



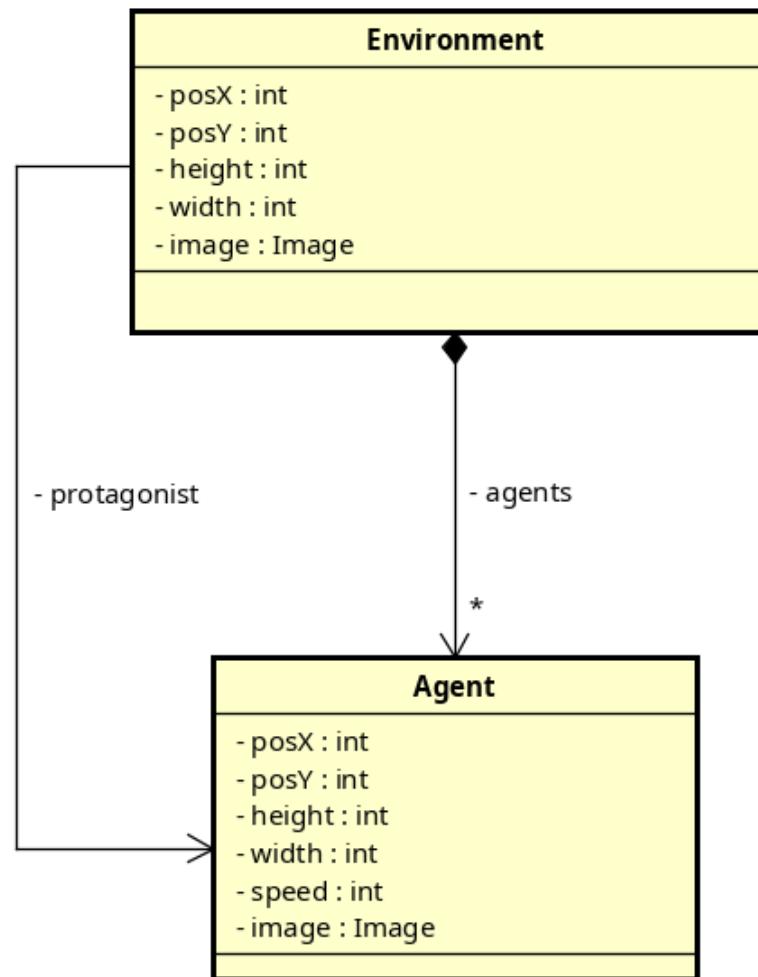
The Class Diagram



protagonist

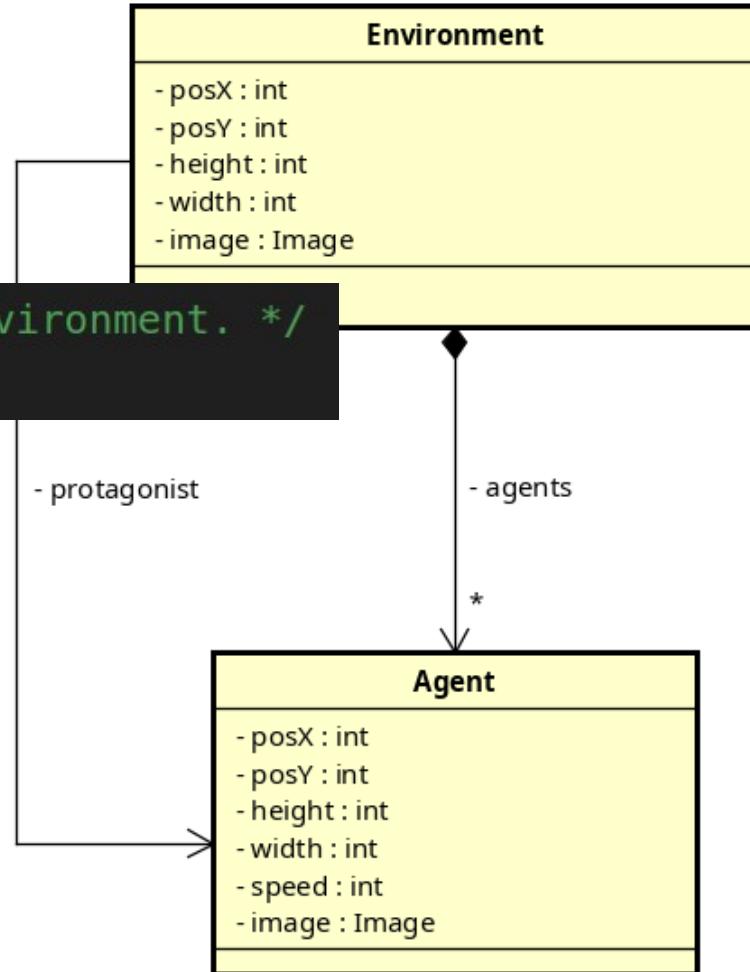


The Class Diagram

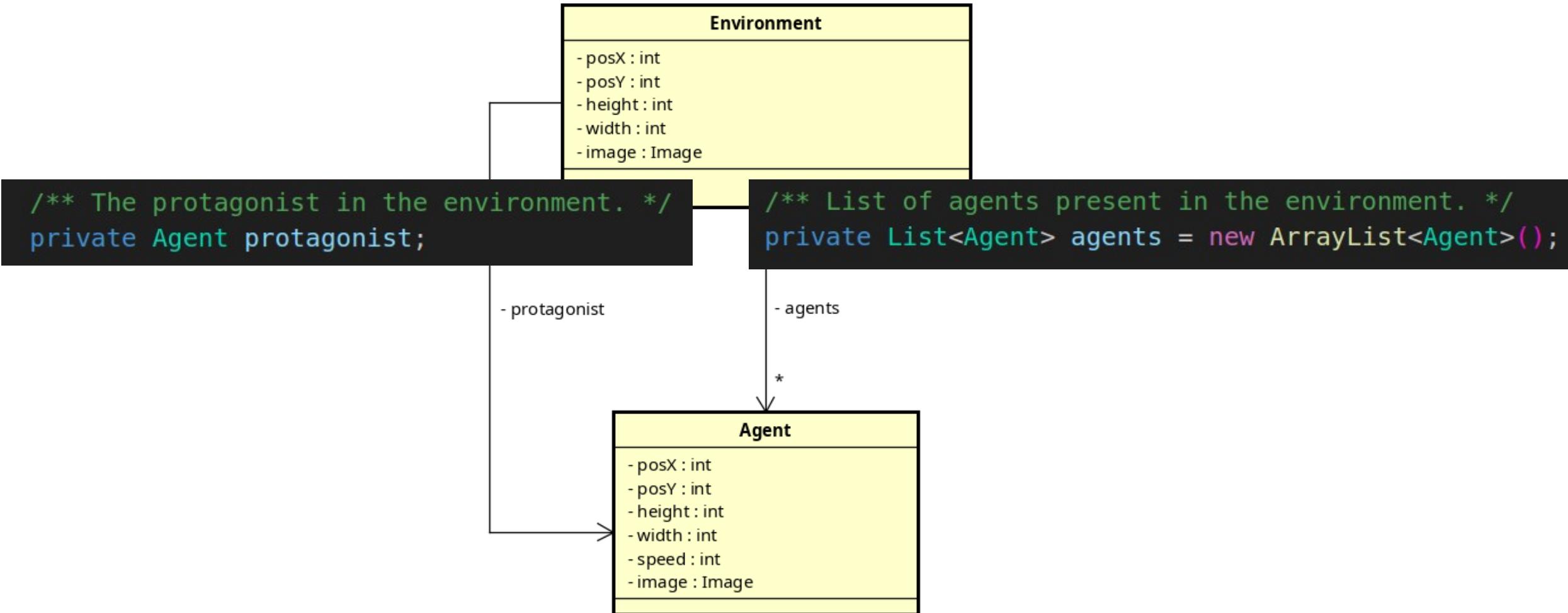


The Class Diagram

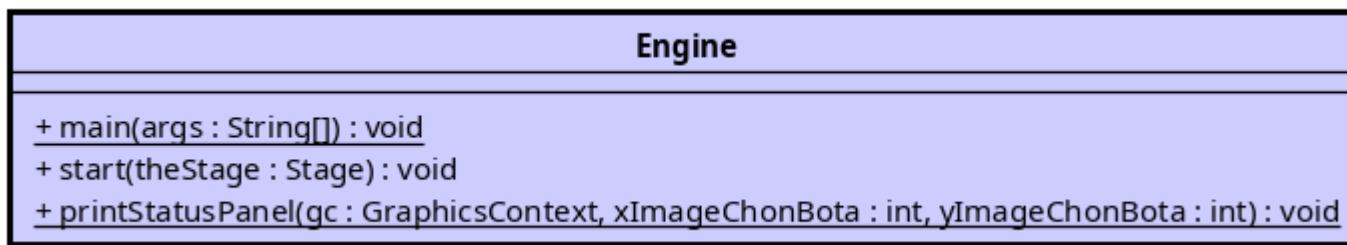
```
/** The protagonist in the environment. */
private Agent protagonist;
```



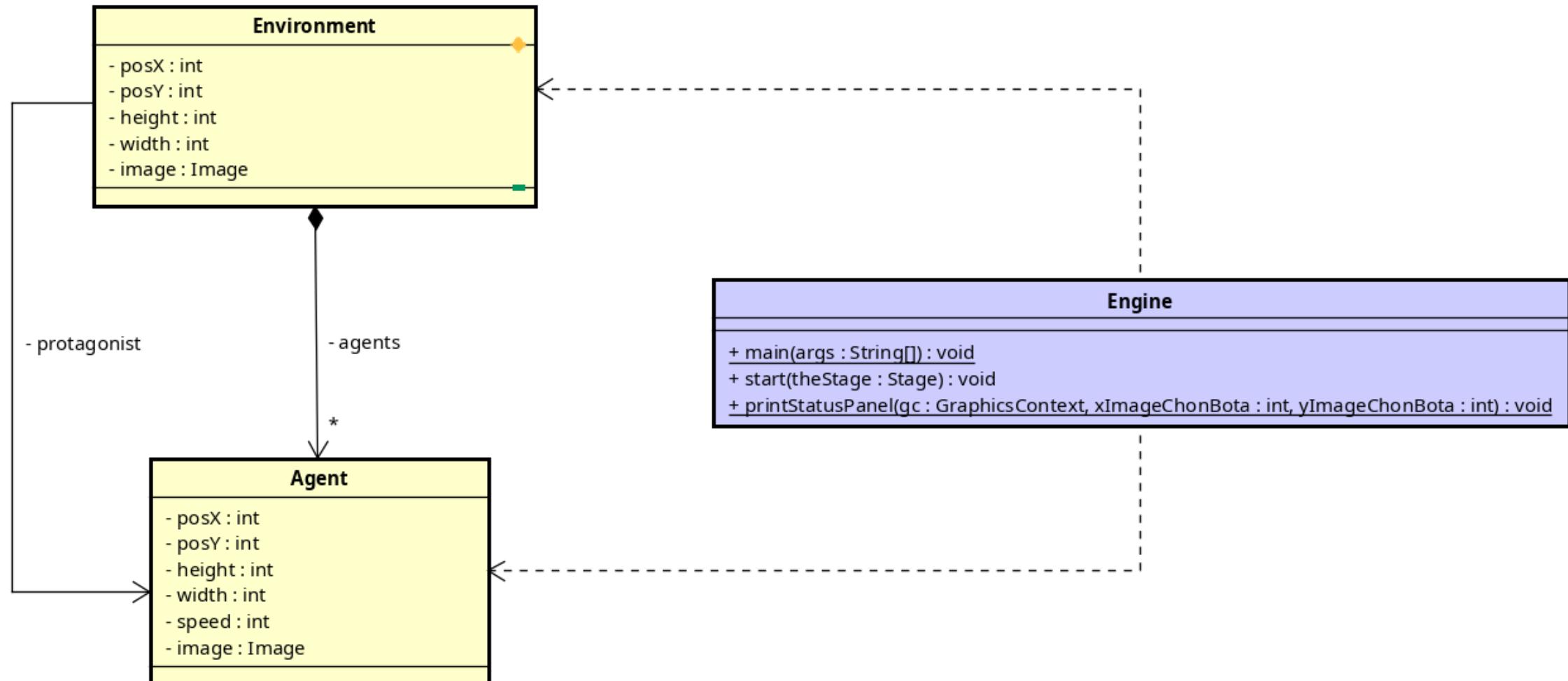
The Class Diagram



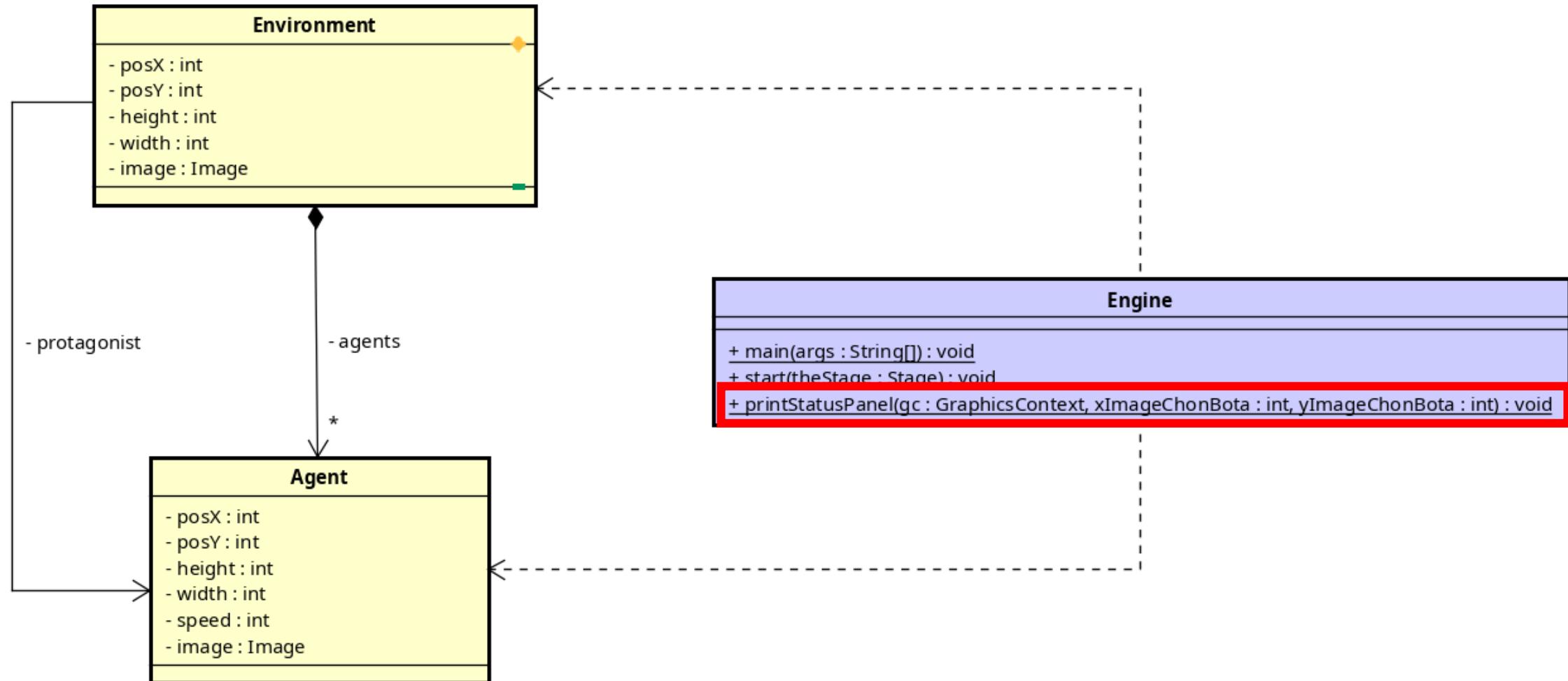
The Class Diagram



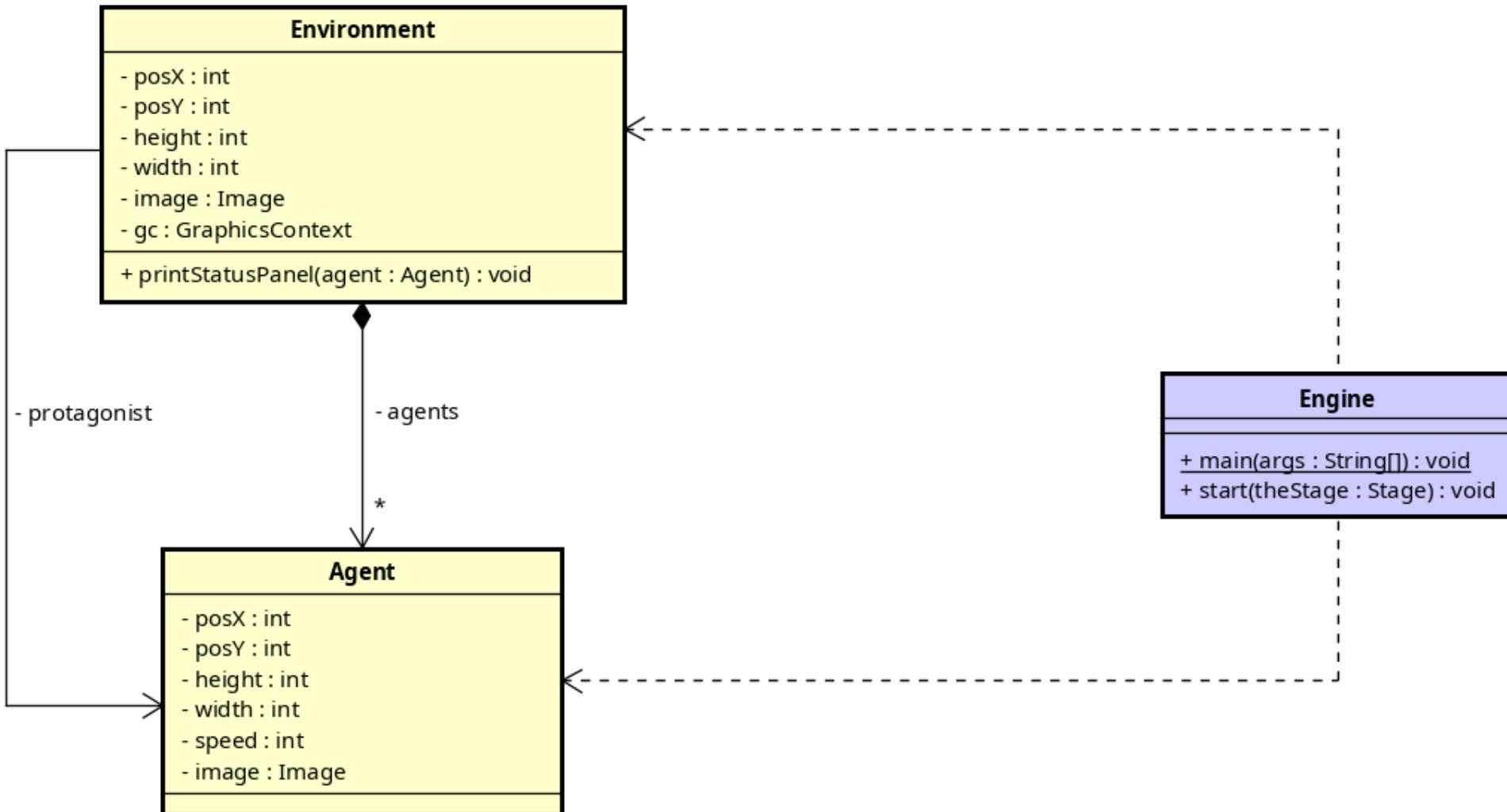
The Class Diagram



The Class Diagram

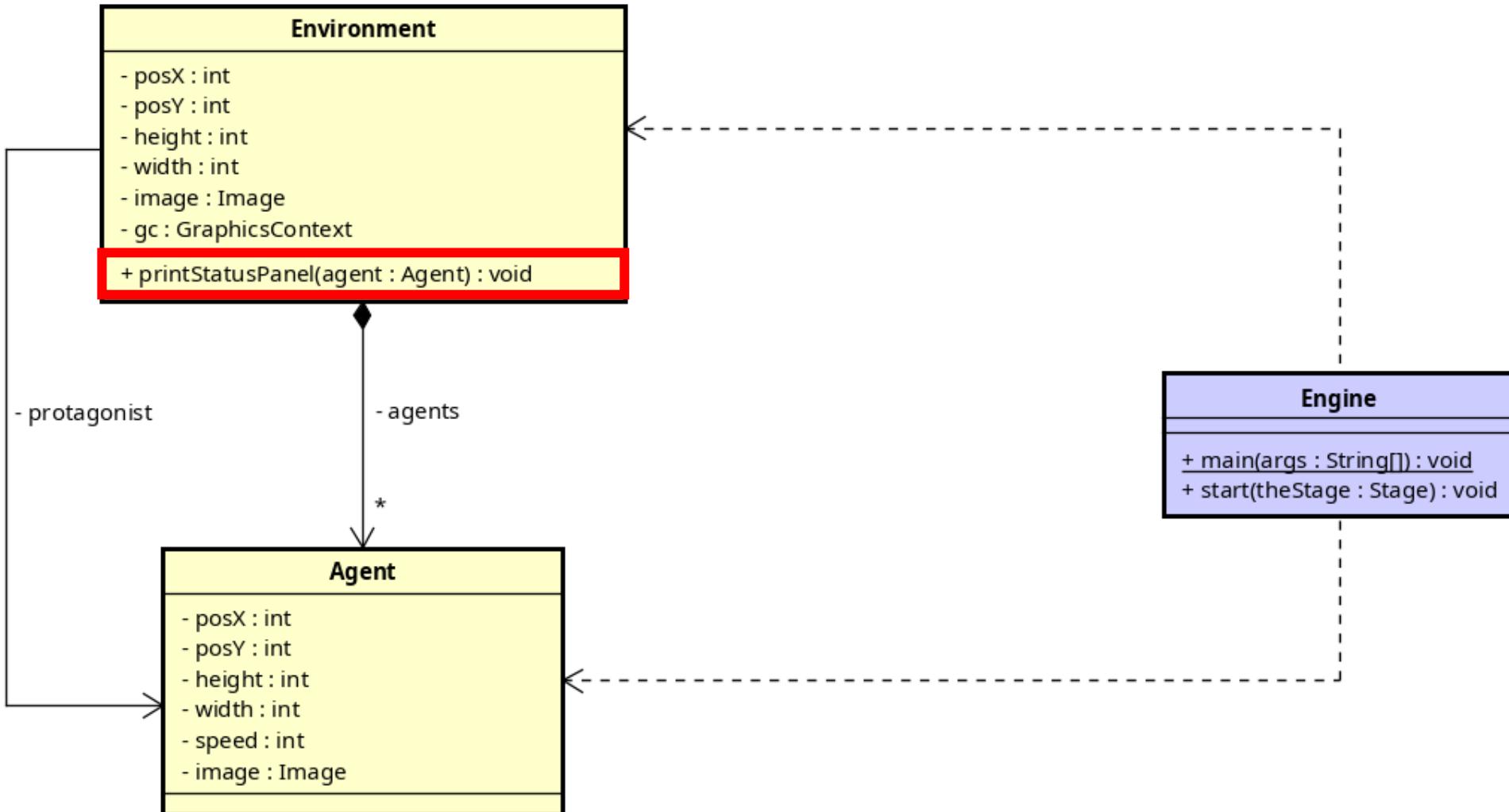


The Class Diagram

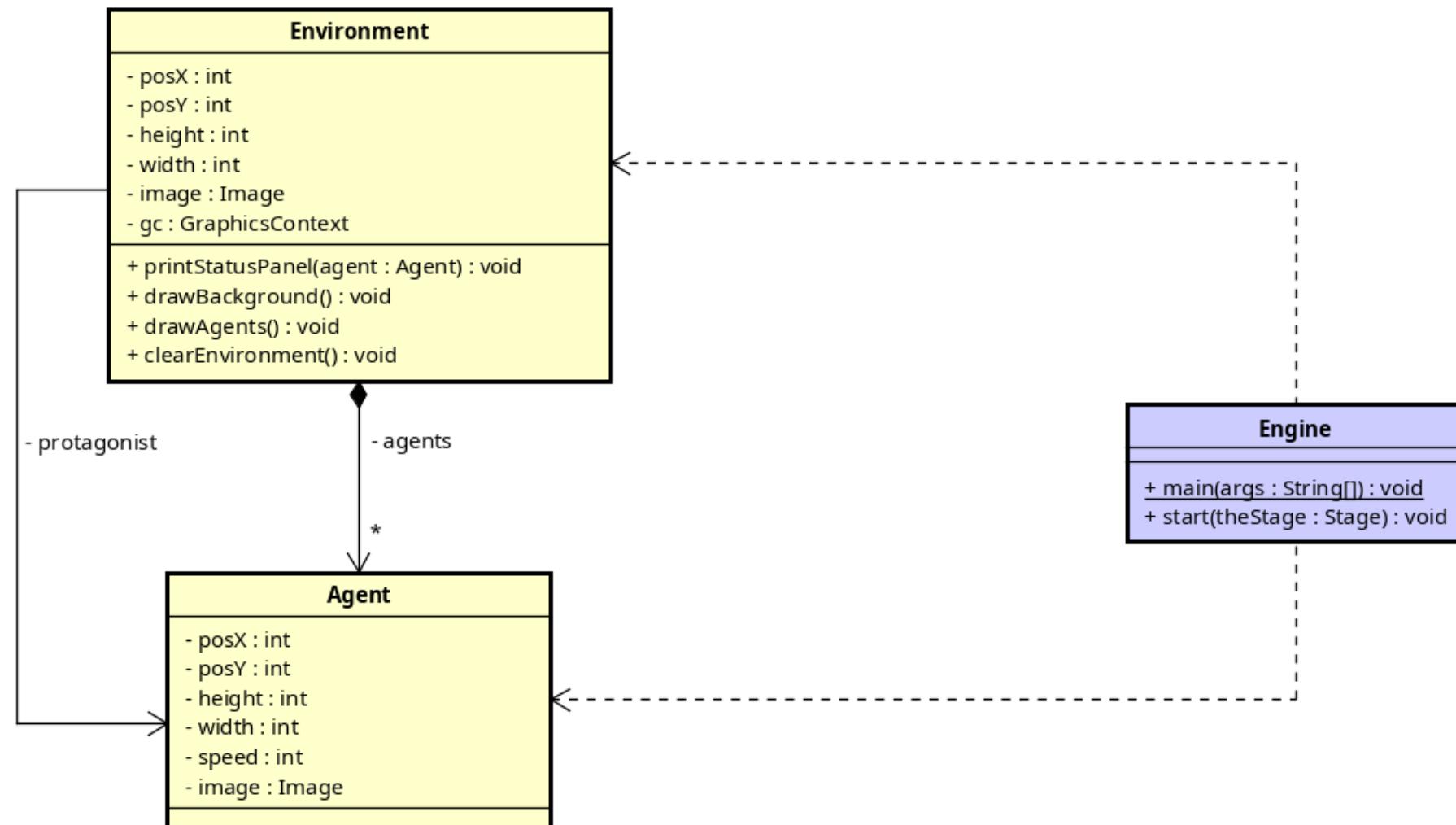


The Class Diagram

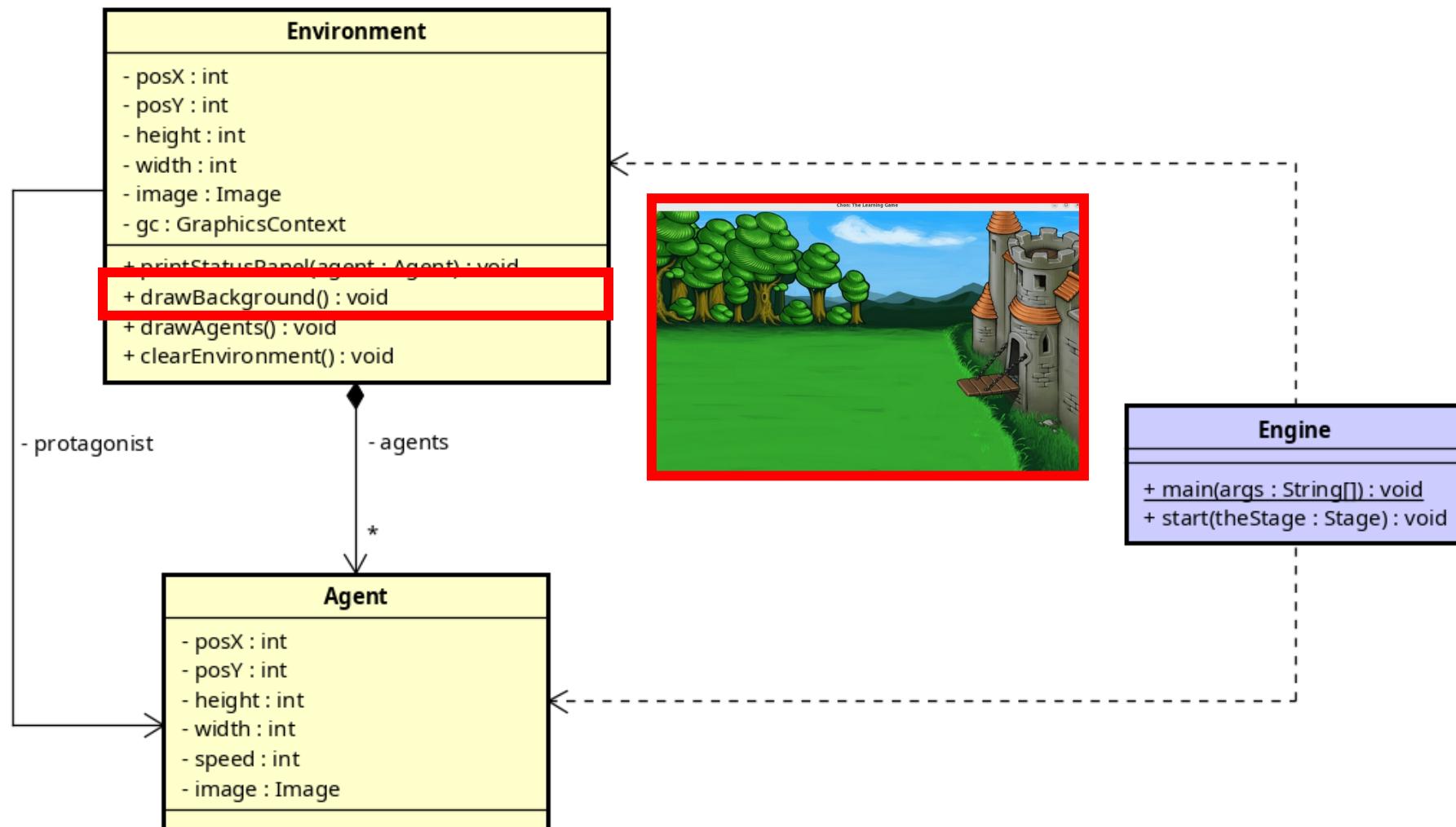
X: 400
Y: 390



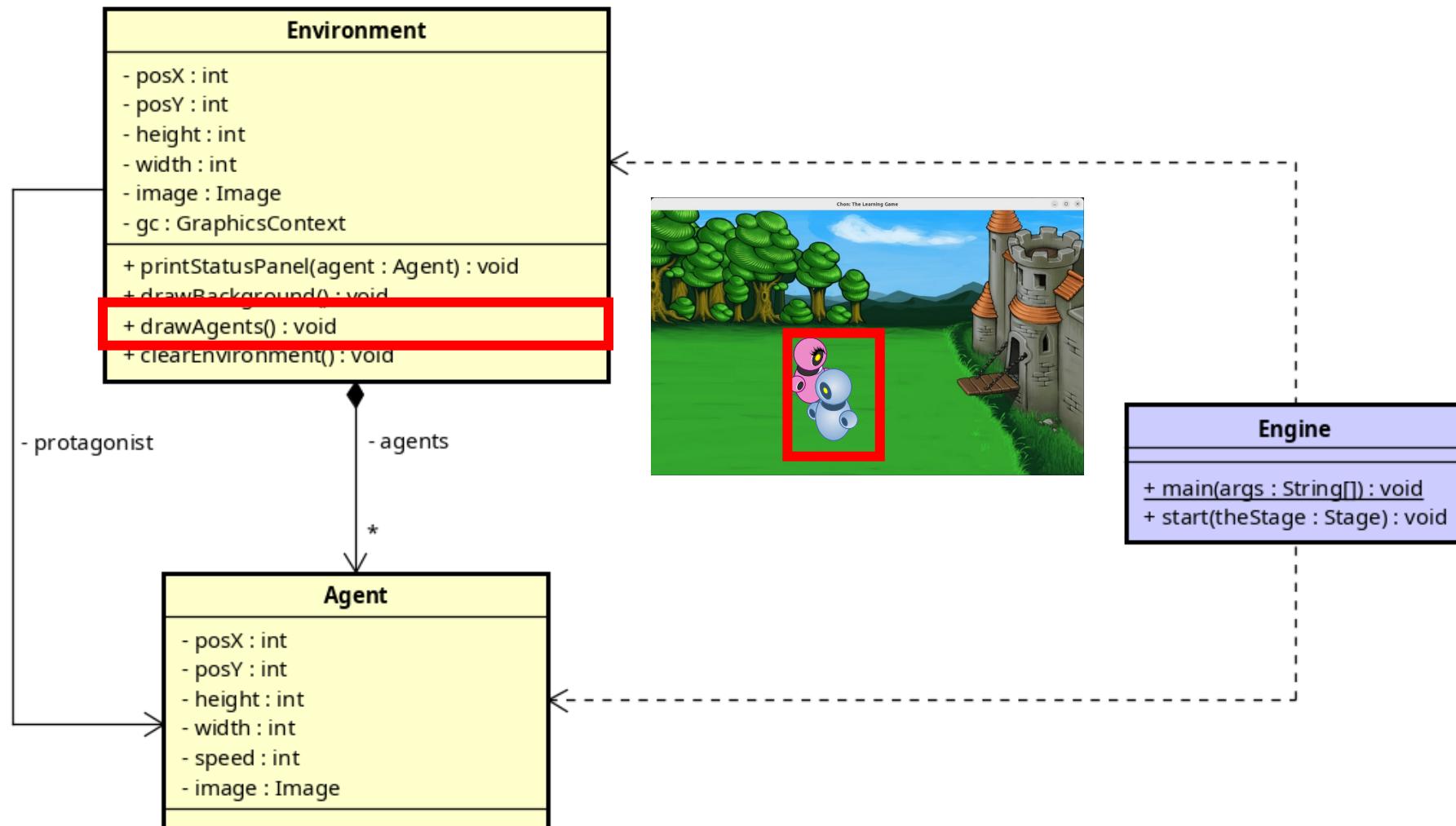
The Class Diagram



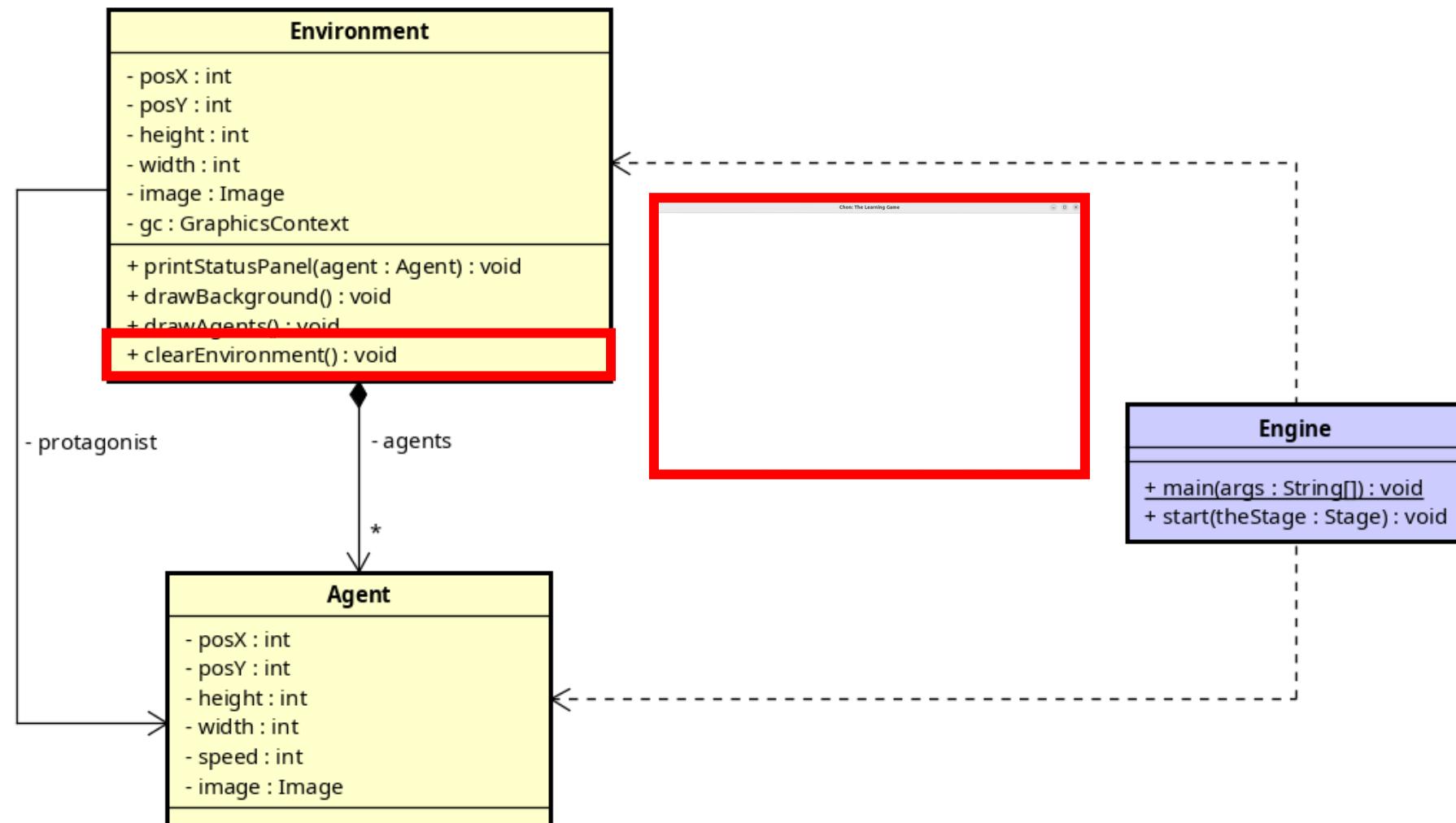
The Class Diagram



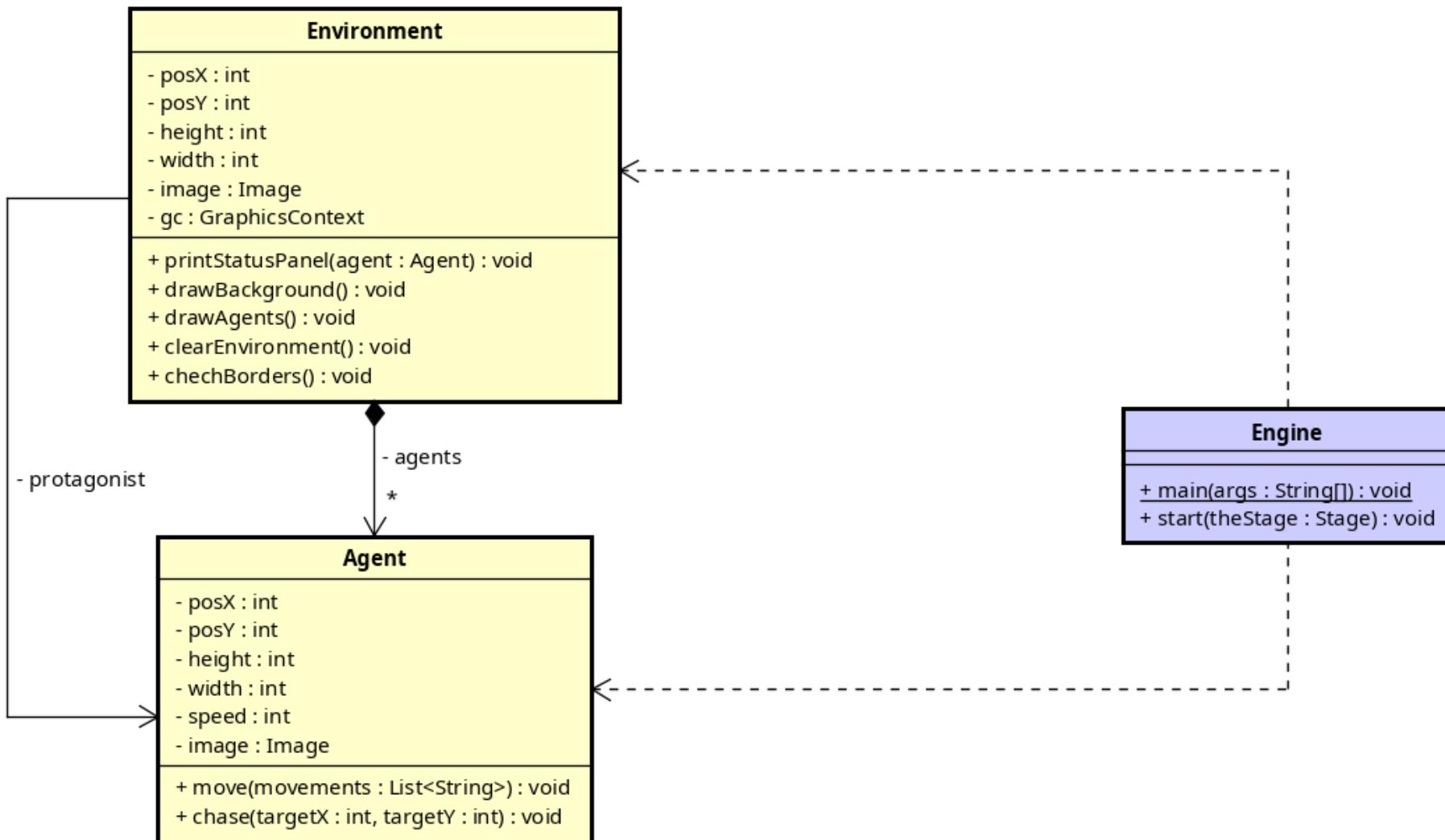
The Class Diagram



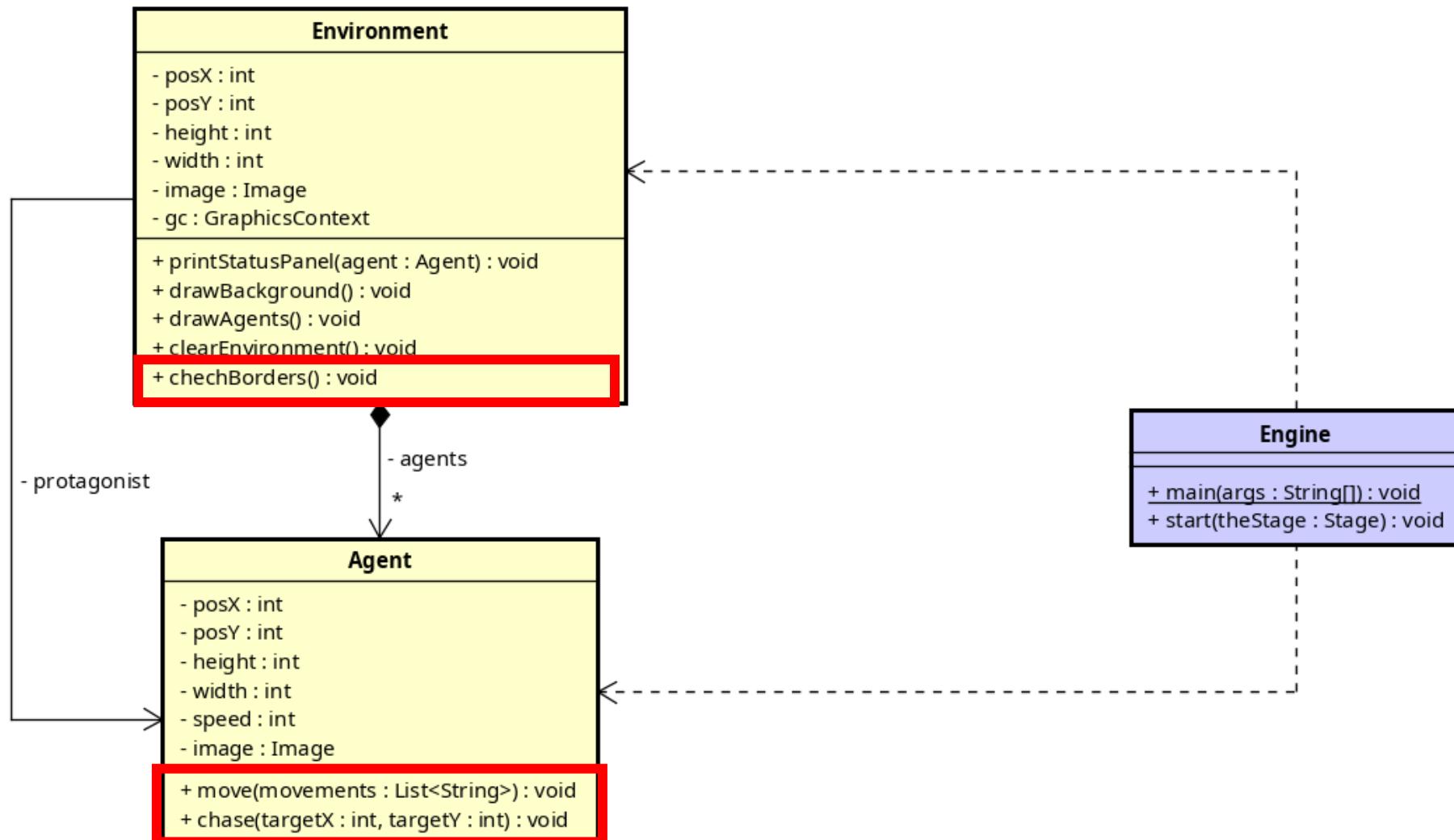
The Class Diagram



The Class Diagram



The Class Diagram



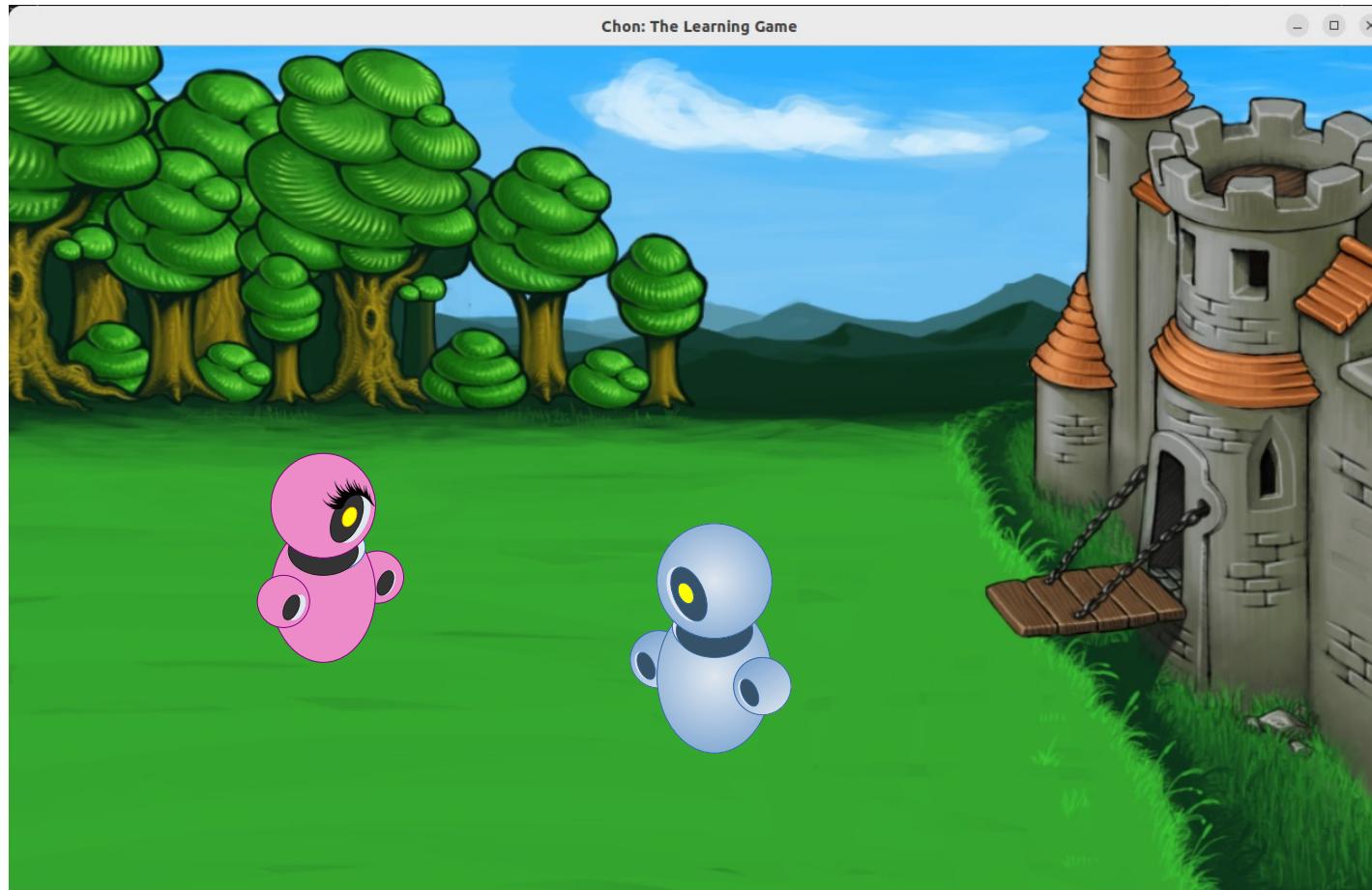
COLLISION



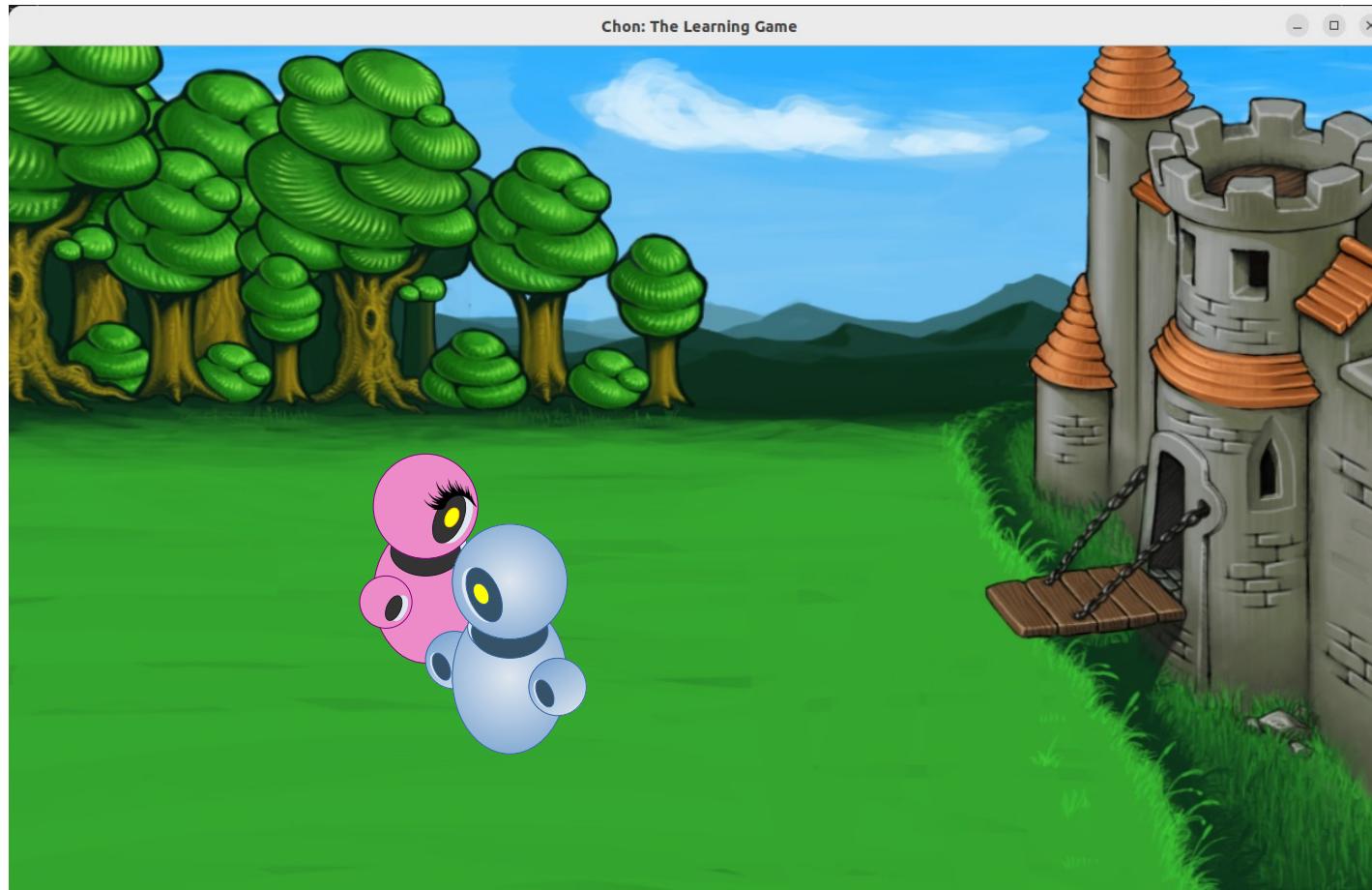
Collision

The **collision** is an event where two or more objects in a game interact by coming into **contact** with each other.

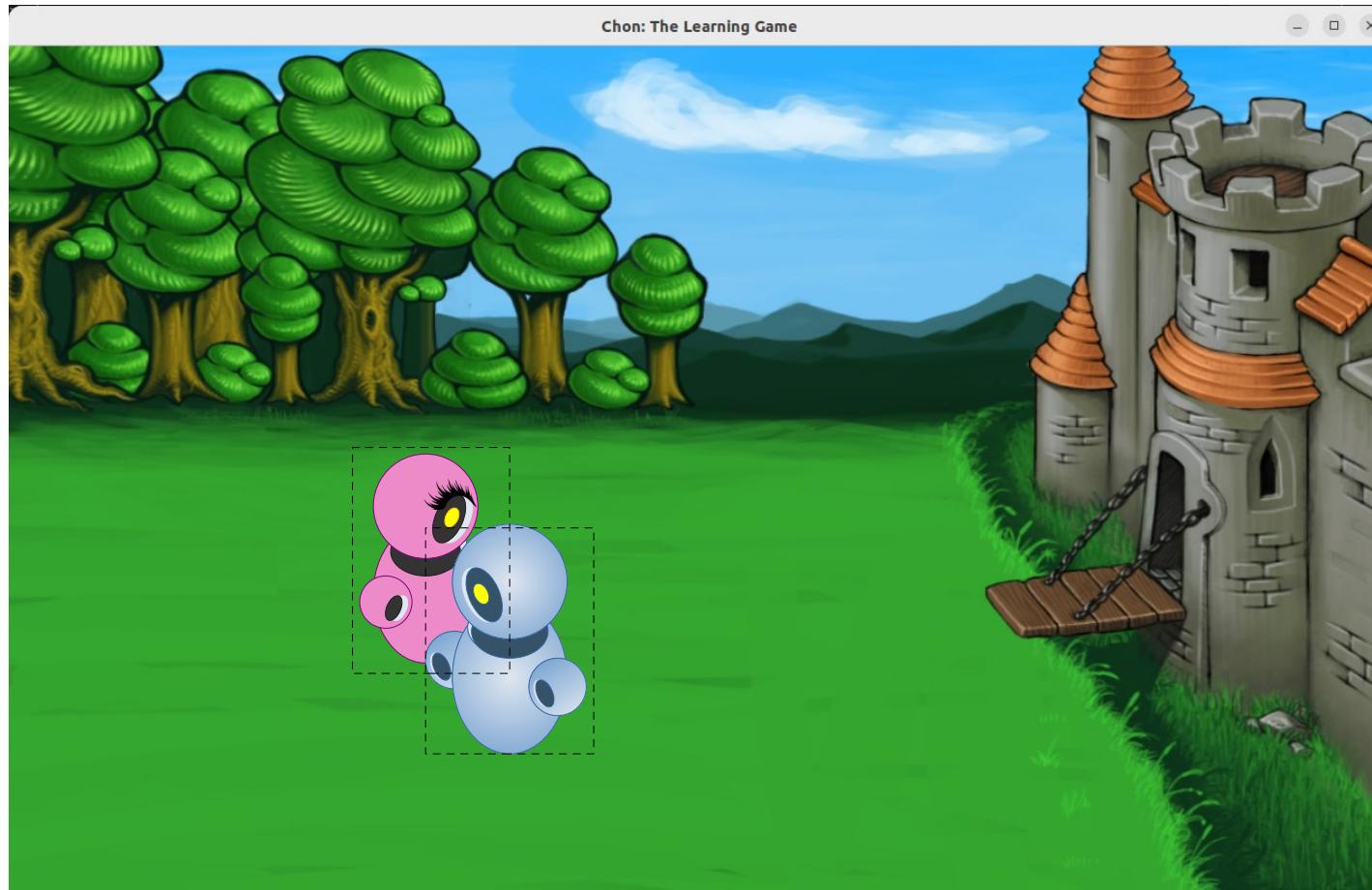
Collision



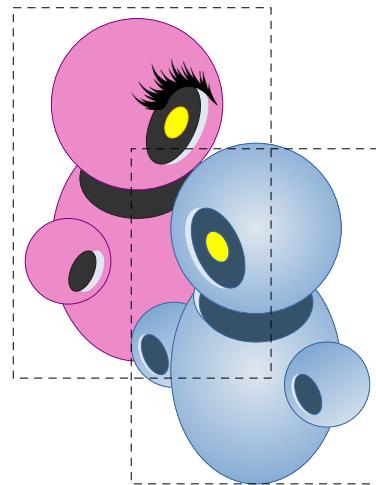
Collision



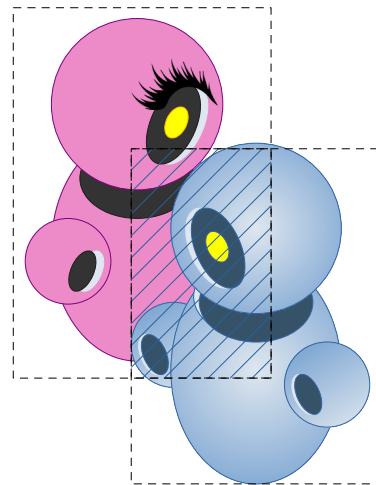
Collision



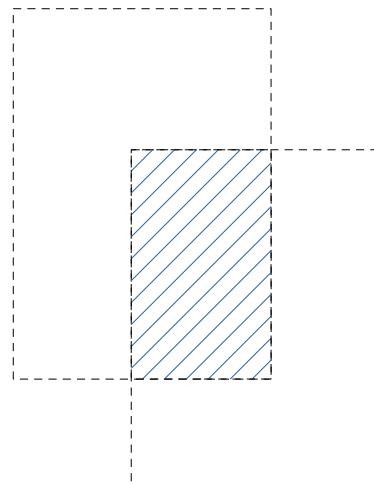
Collision



Collision



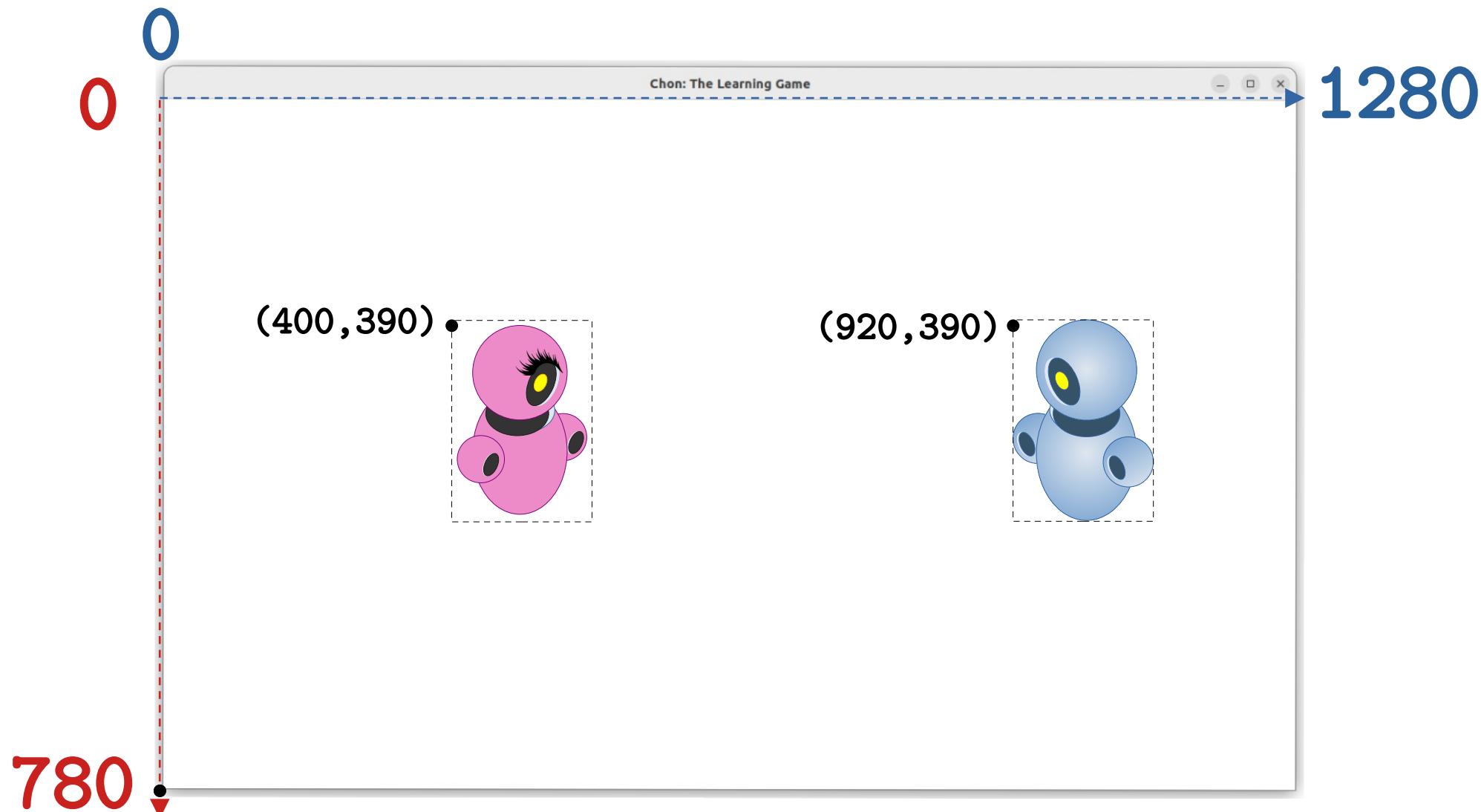
Collision



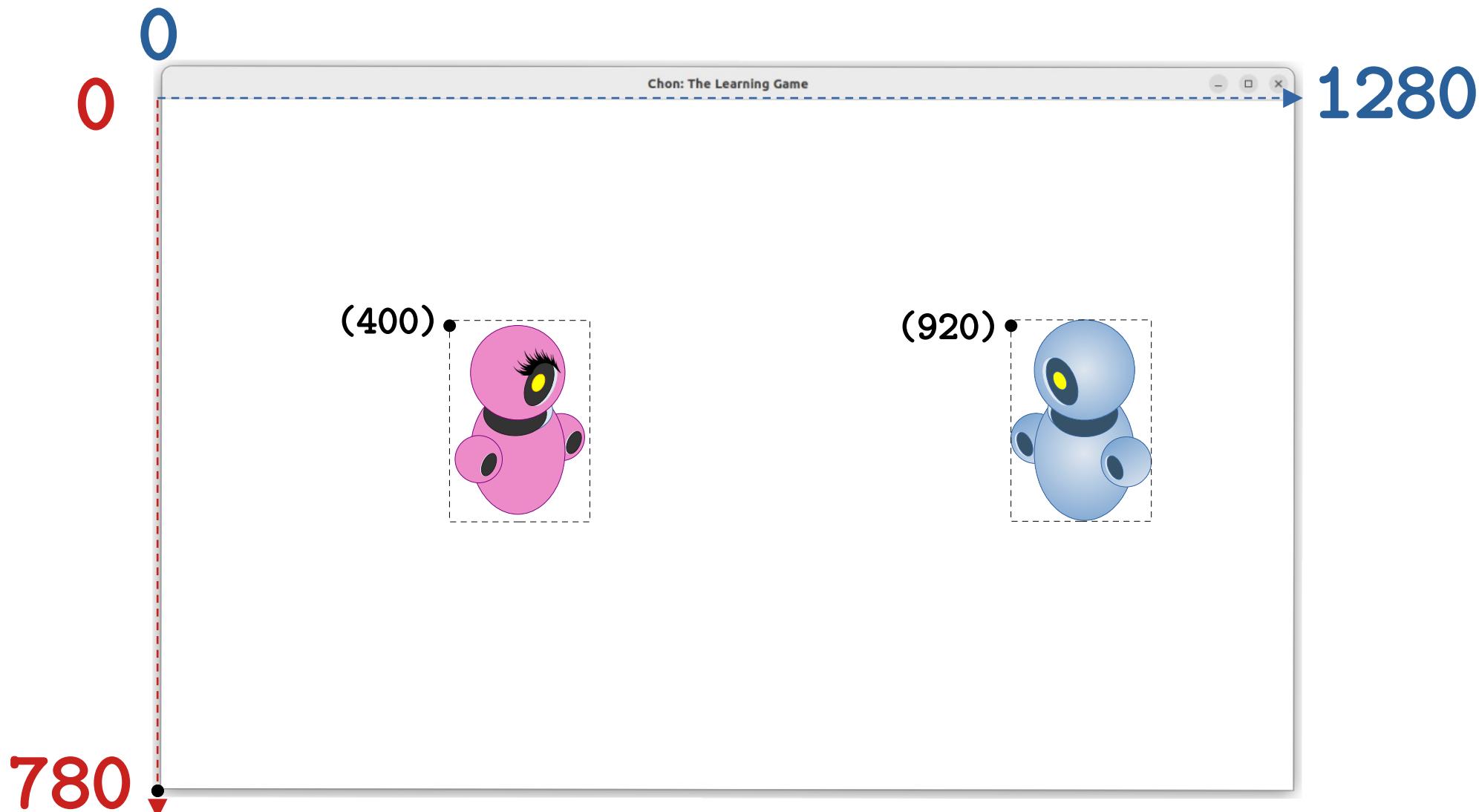
Axis X: Condition 1

The **protagonist** must not **outrun** the other agents.

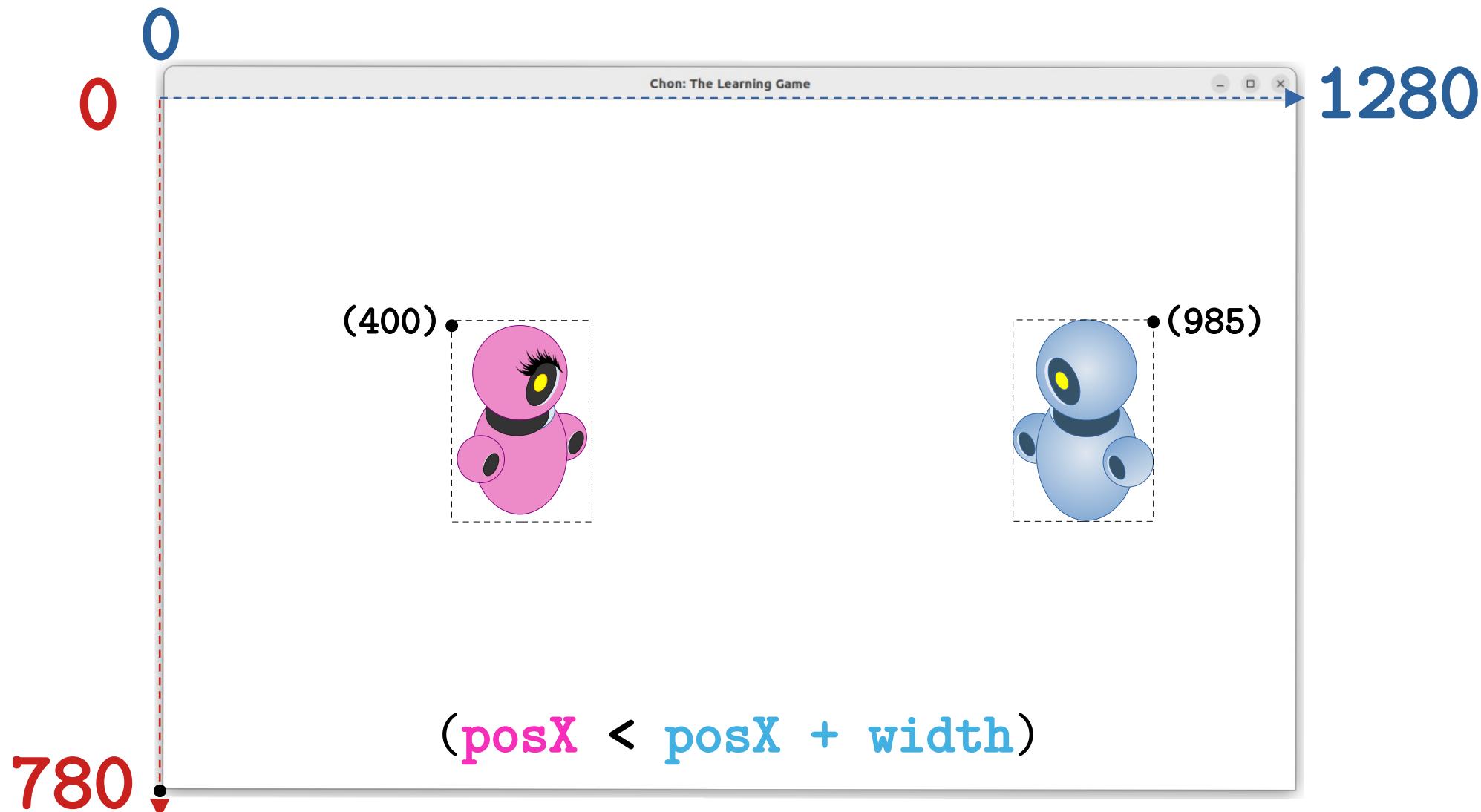
Axis X: Condition 1



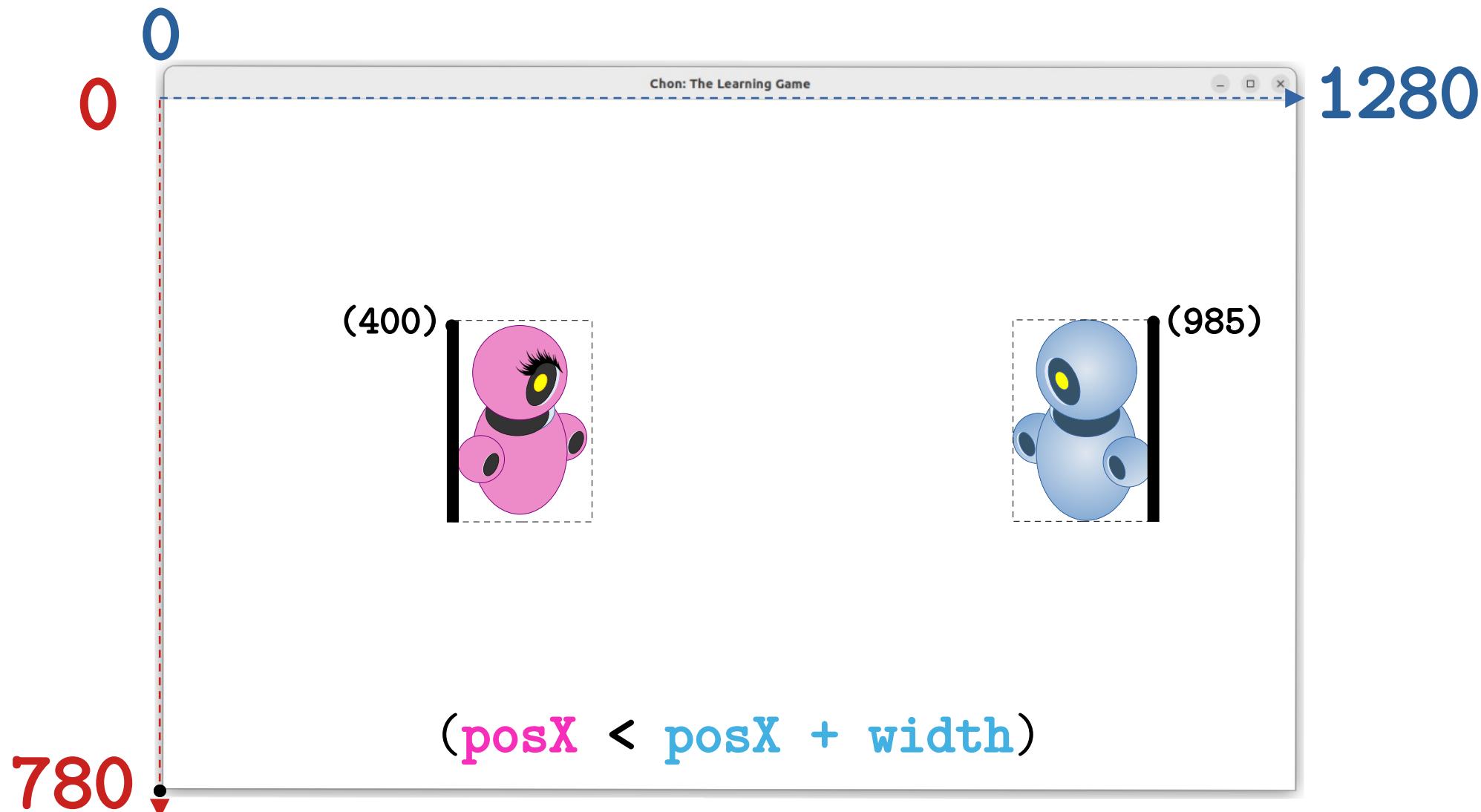
Axis X: Condition 1



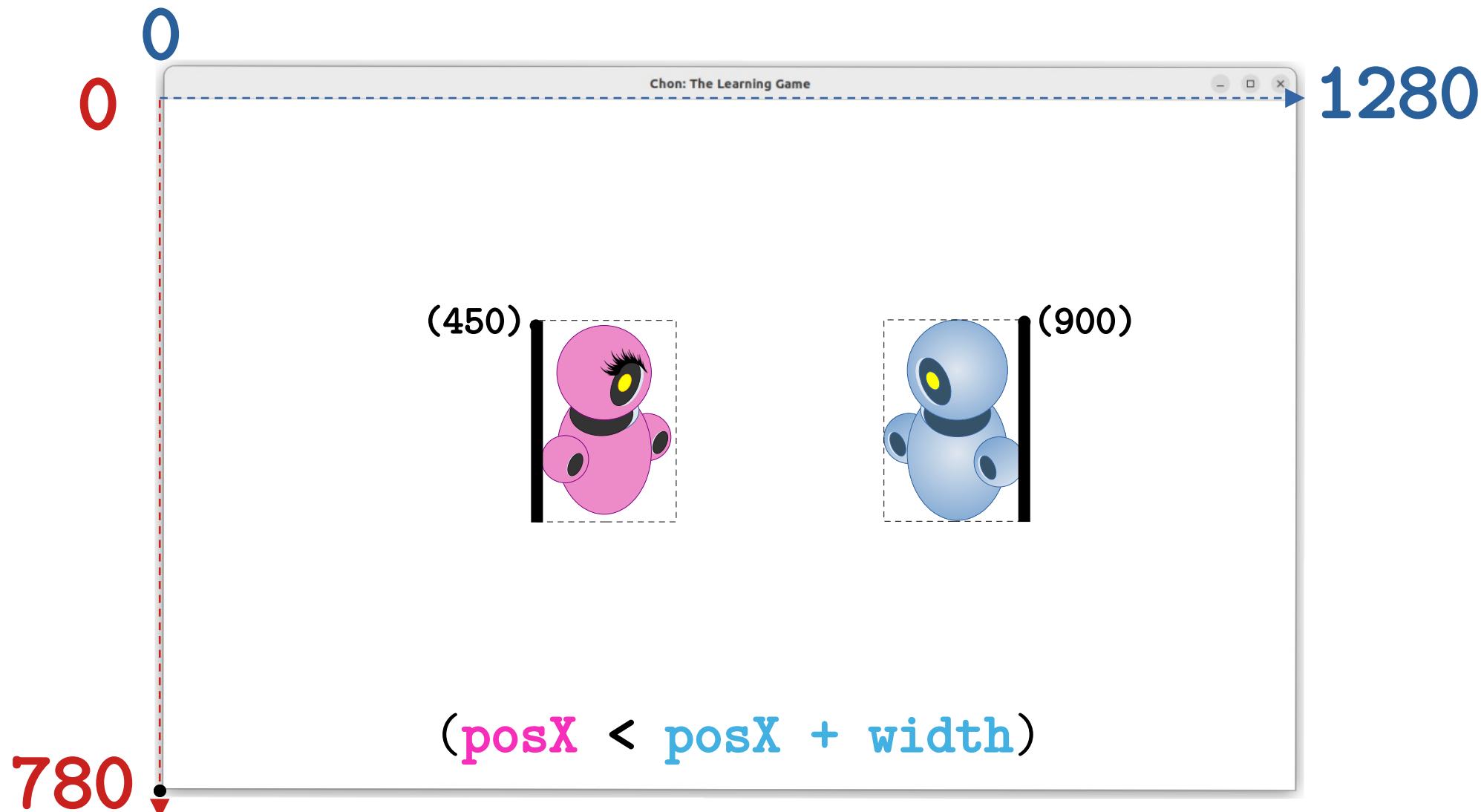
Axis X: Condition 1



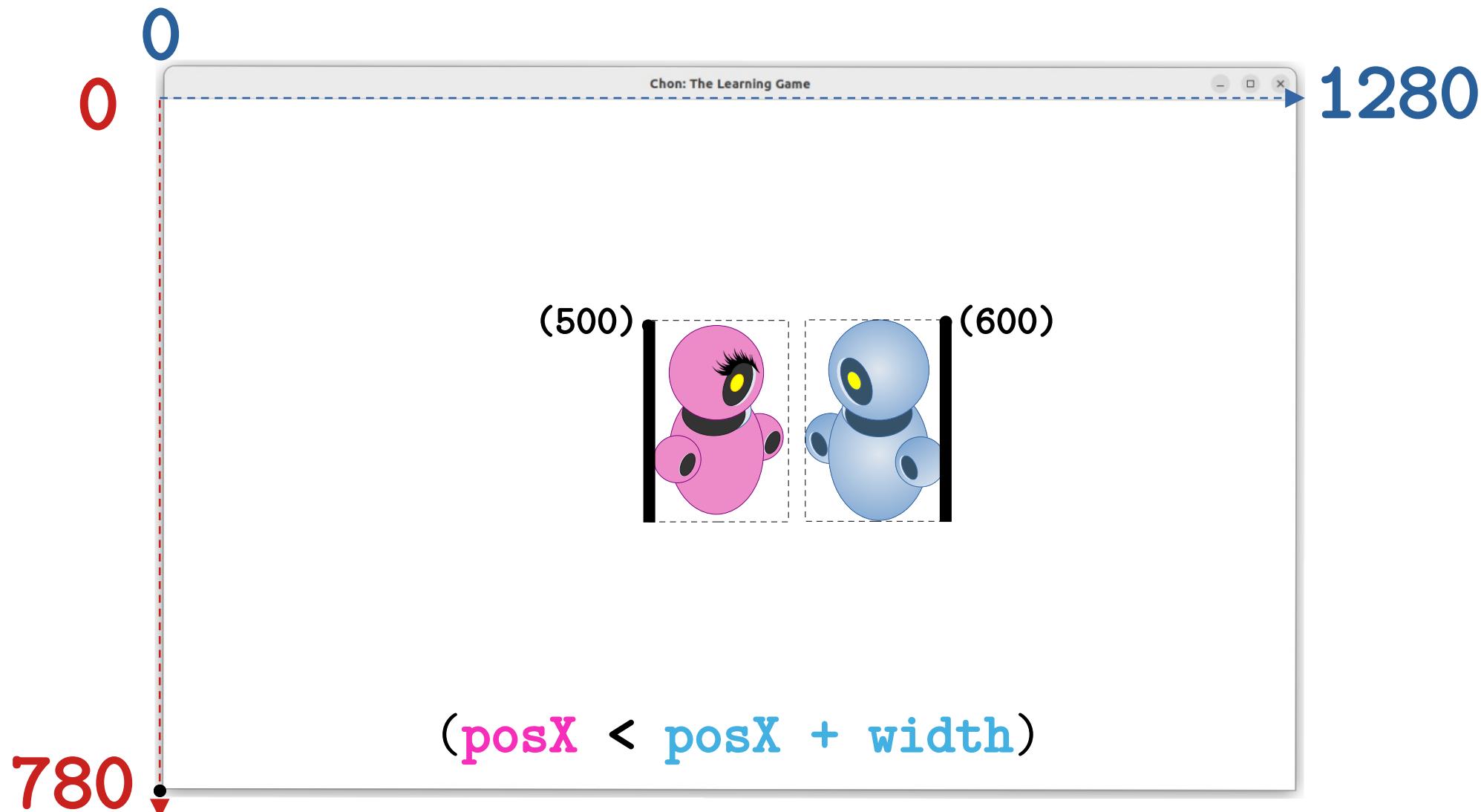
Axis X: Condition 1



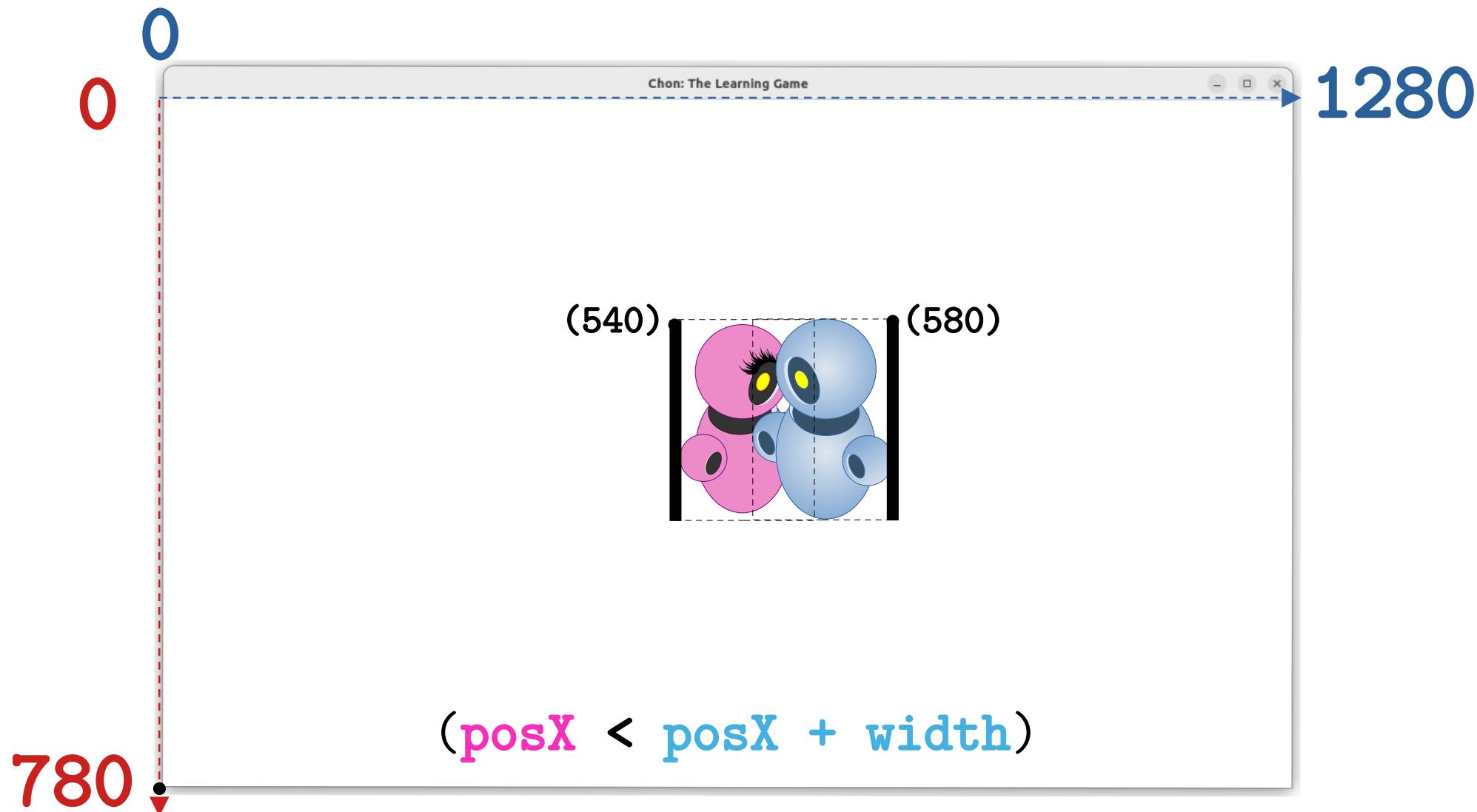
Axis X: Condition 1



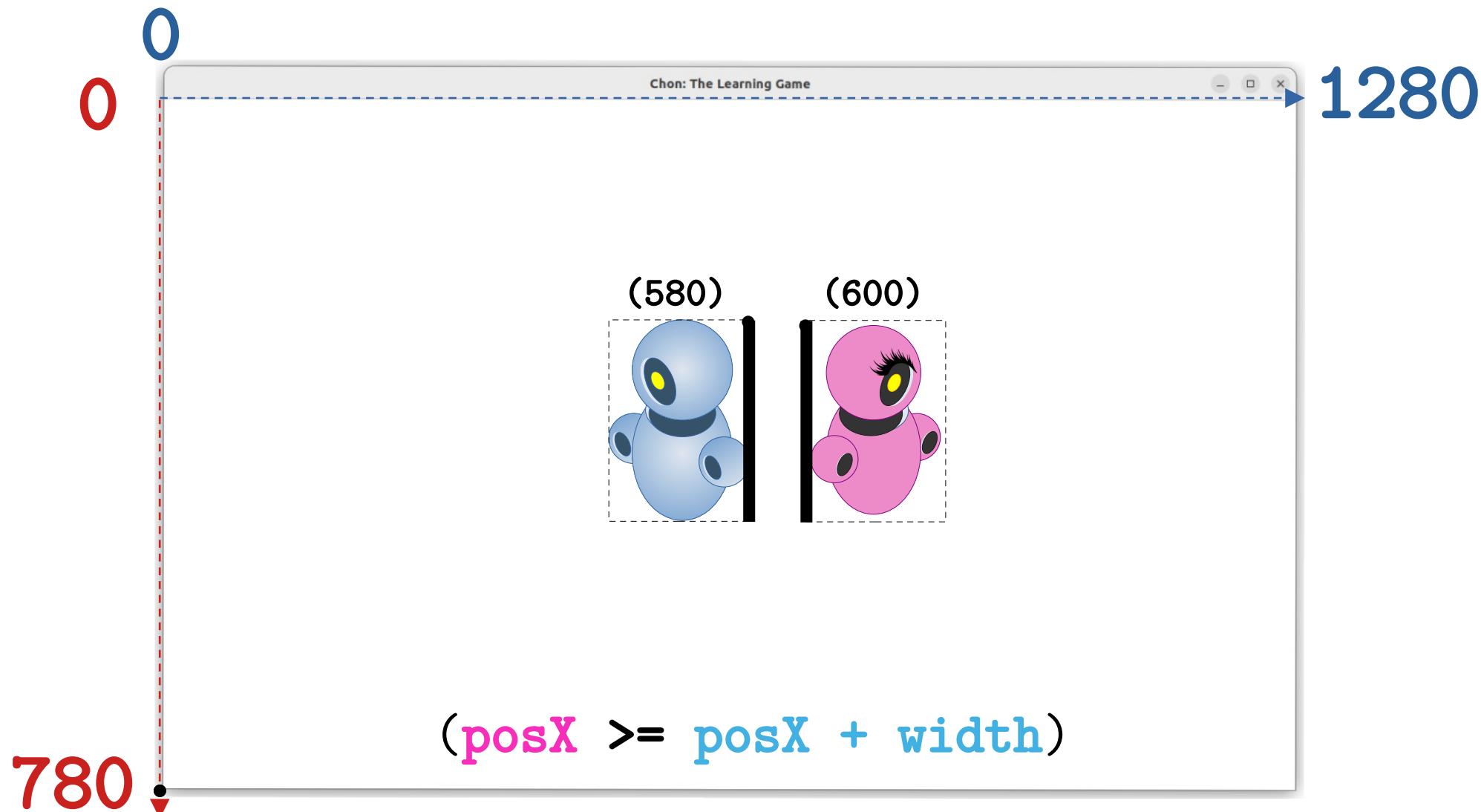
Axis X: Condition 1



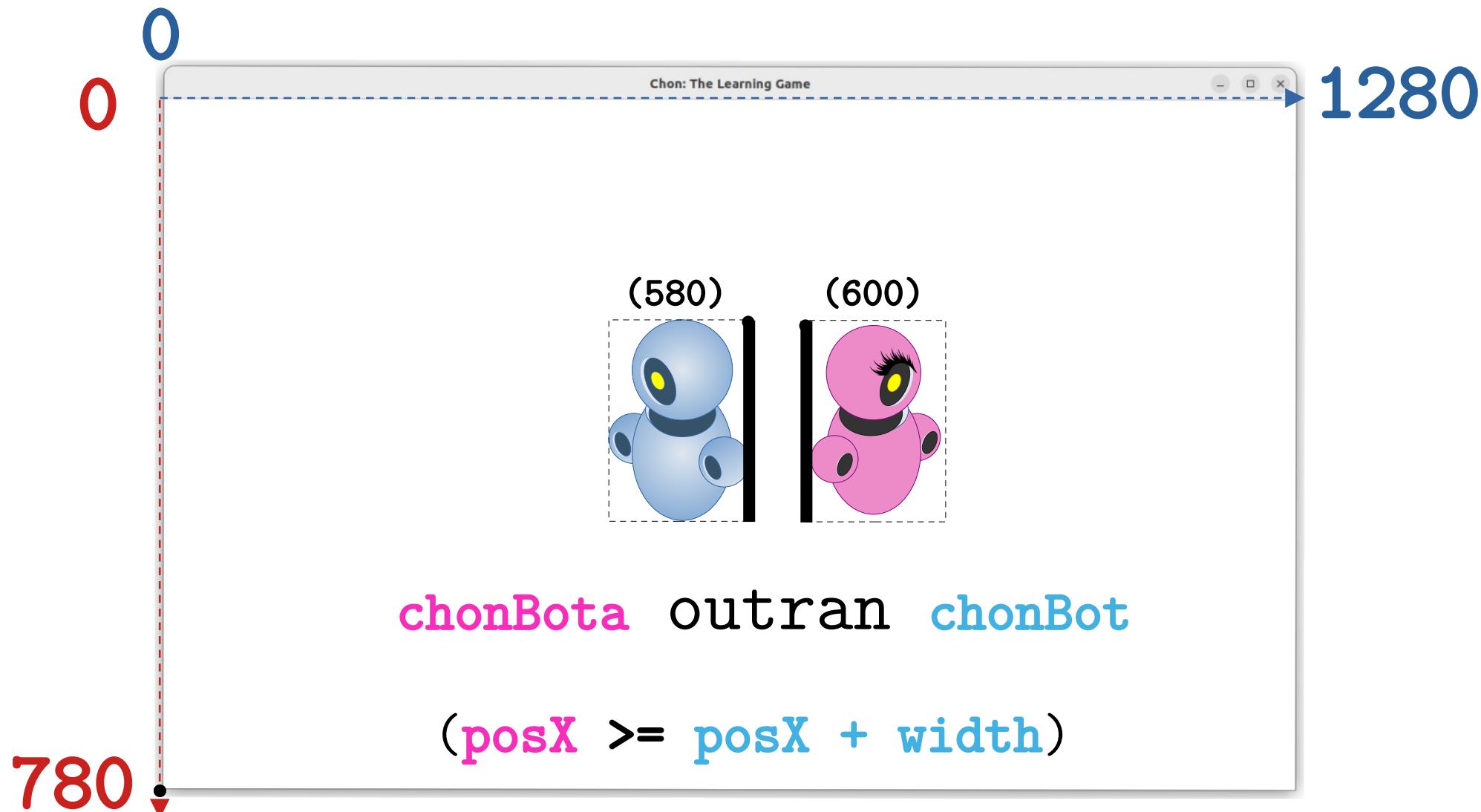
Axis X: Condition 1



Axis X: Condition 1



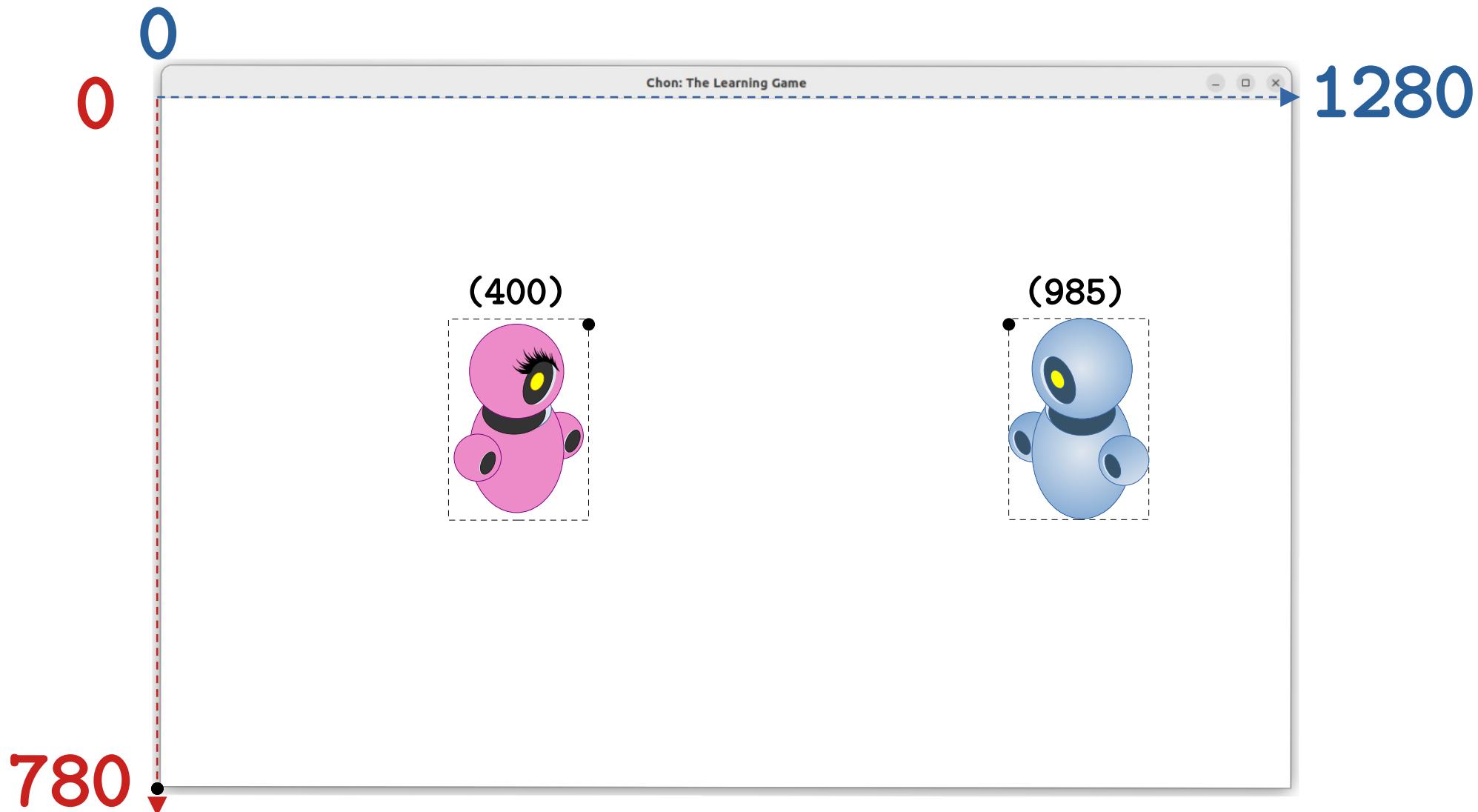
Axis X: Condition 1



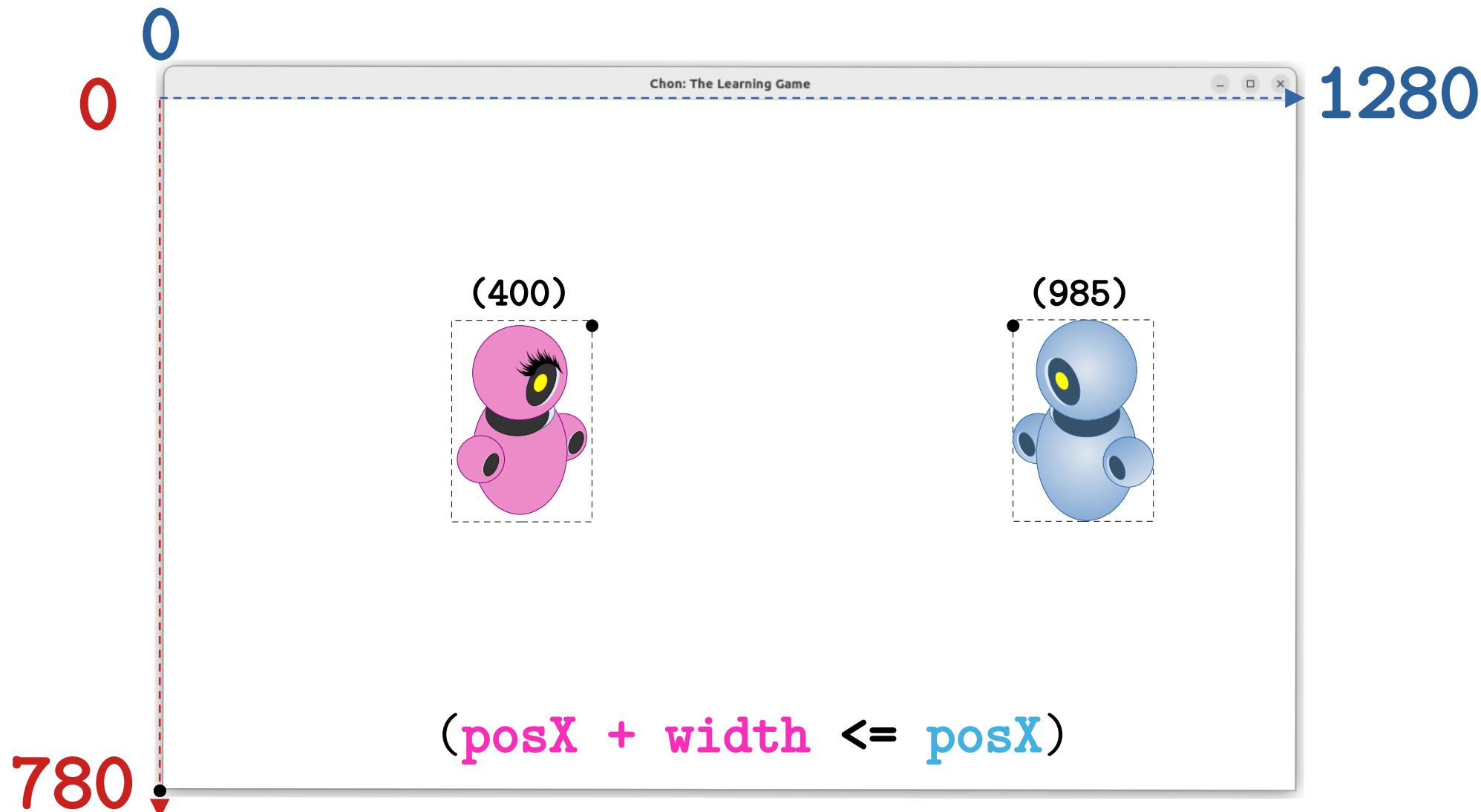
Axis X: Condition 2

The **protagonist** must **cross** the other agents.

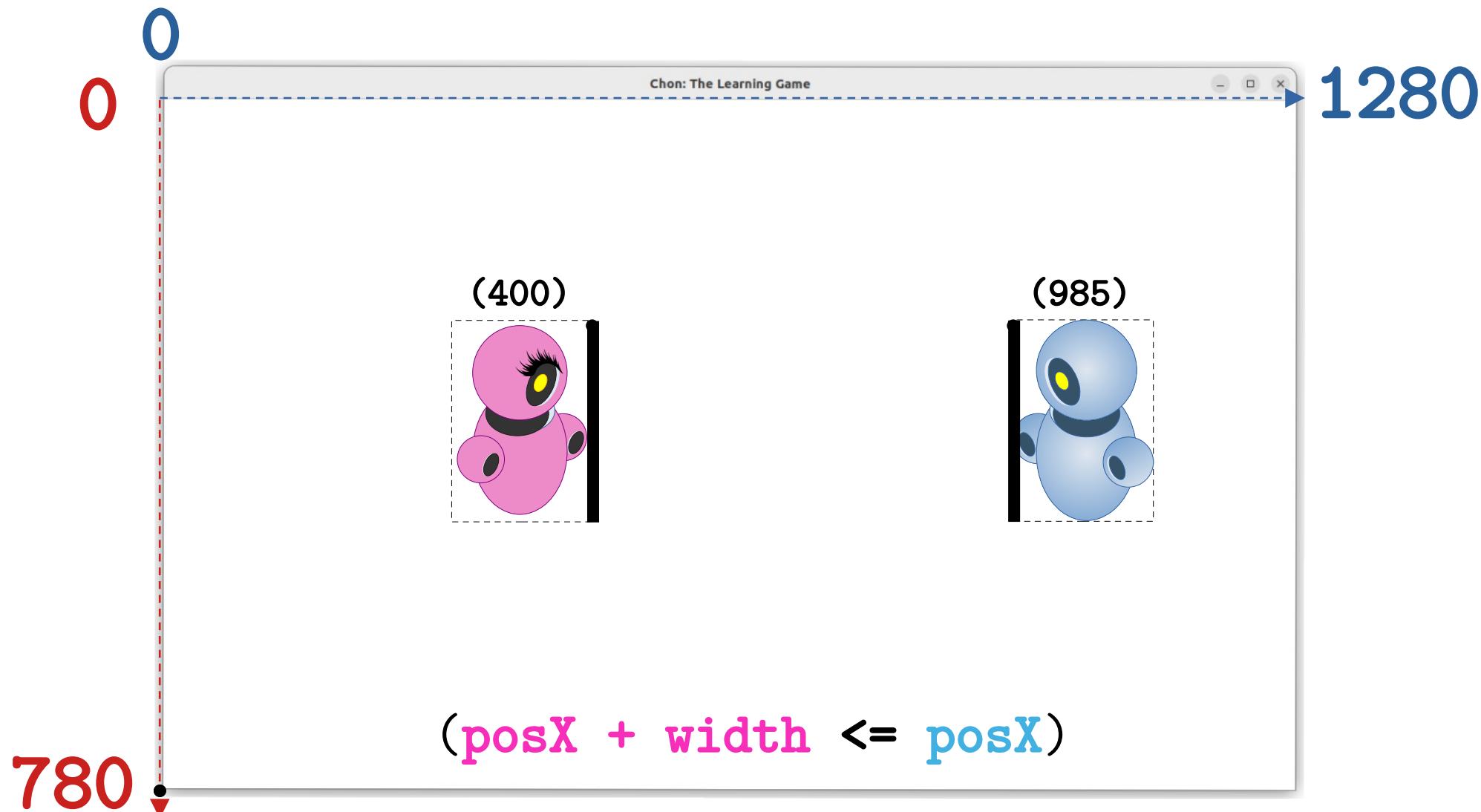
Axis X: Condition 2



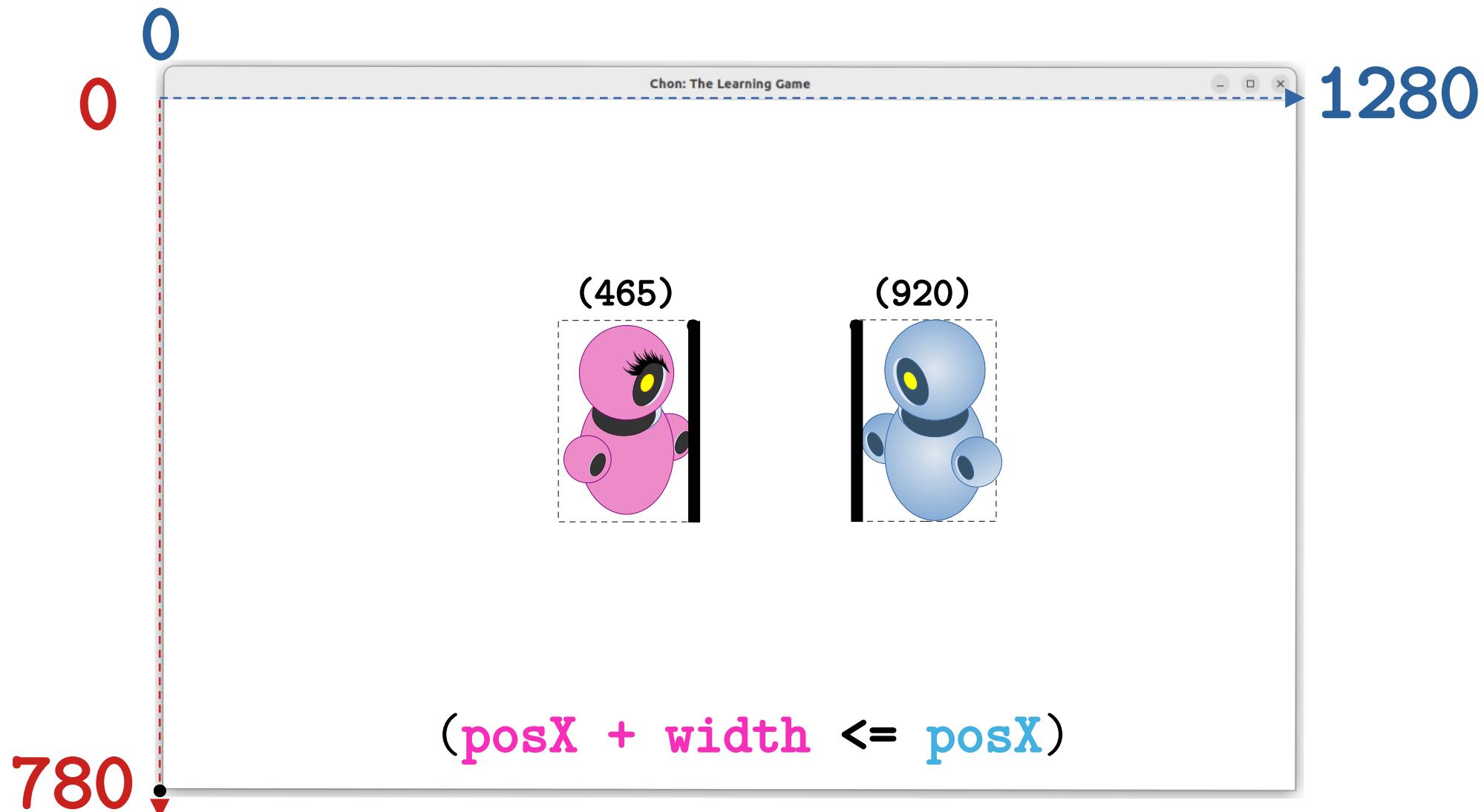
Axis X: Condition 2



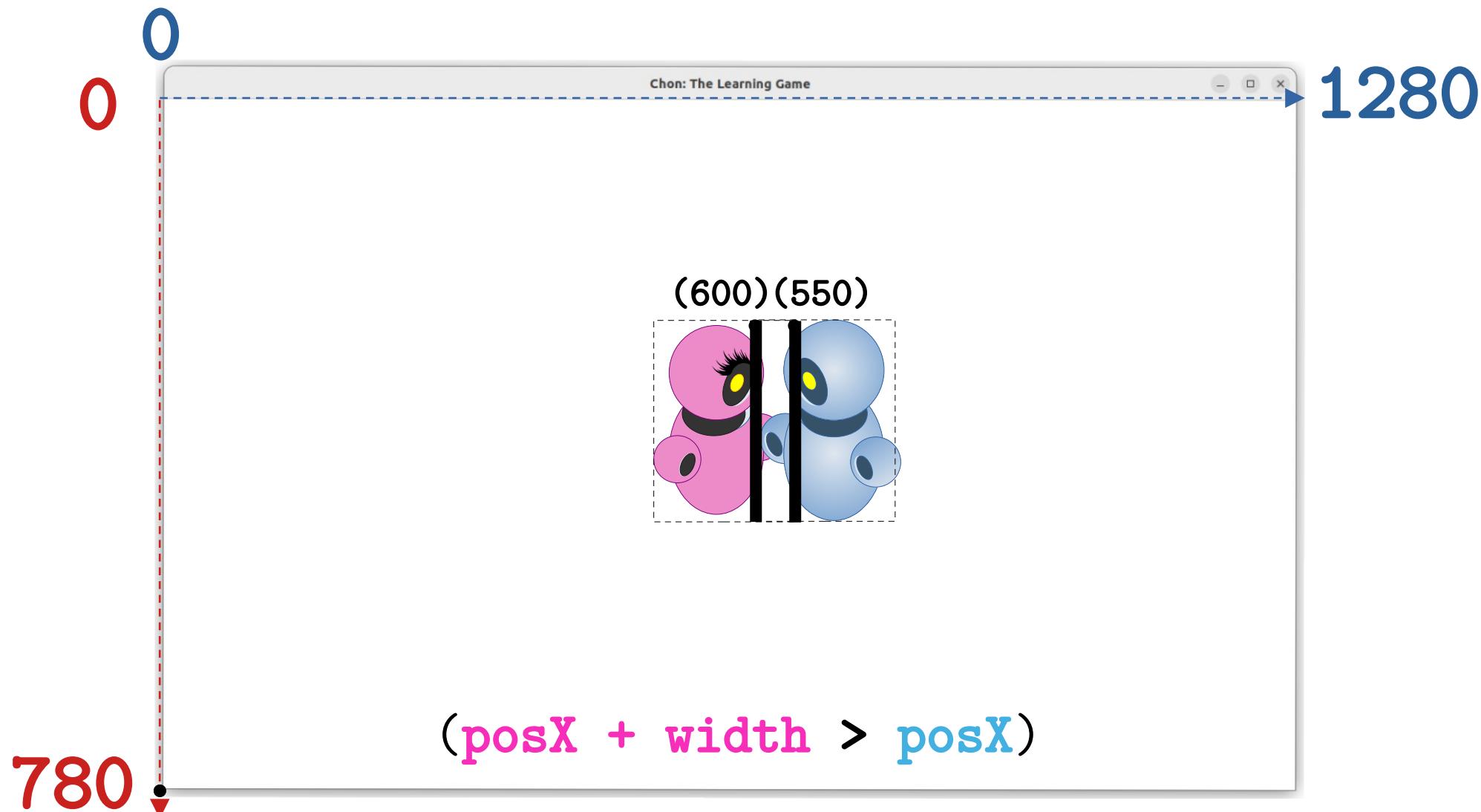
Axis X: Condition 2



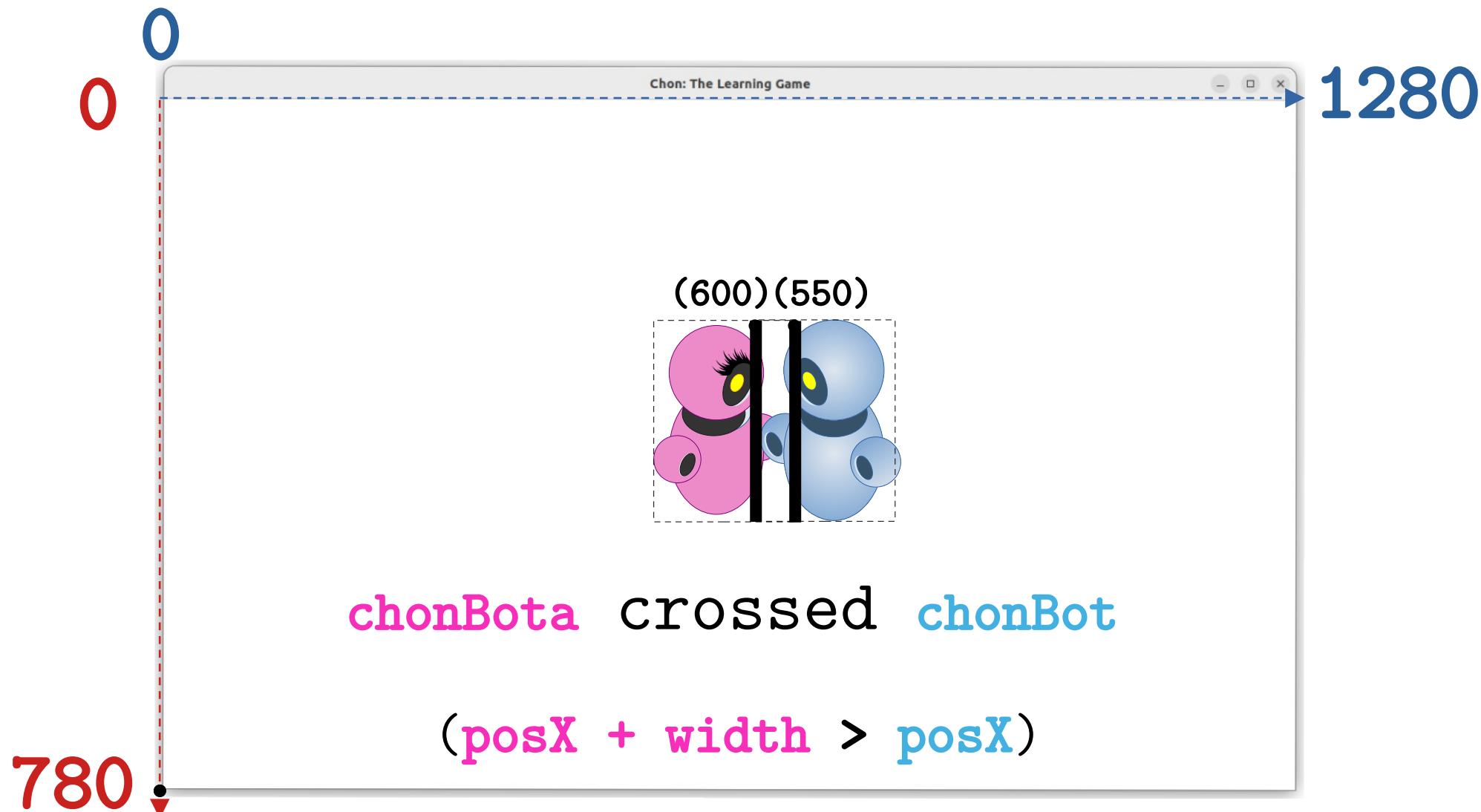
Axis X: Condition 2



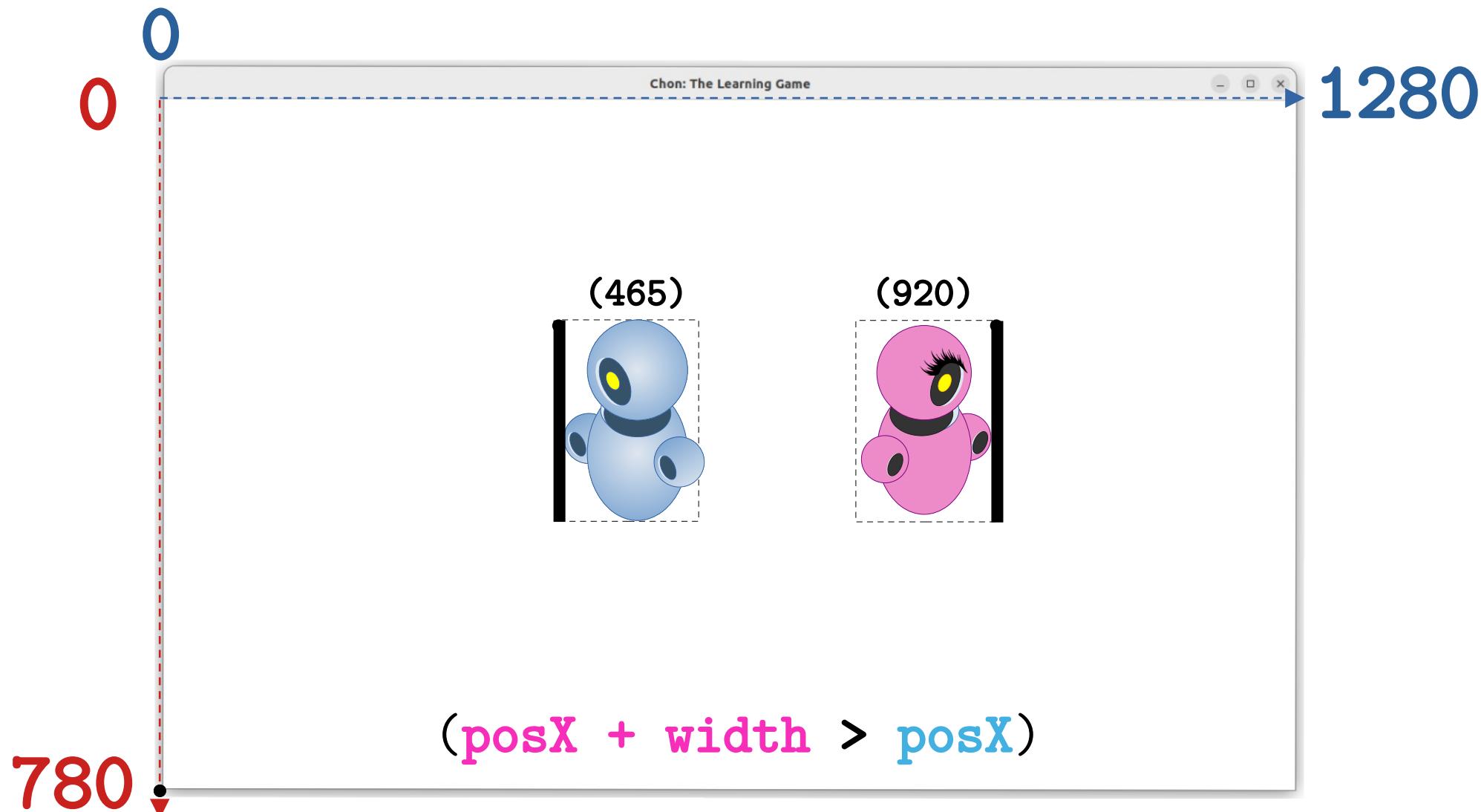
Axis X: Condition 2



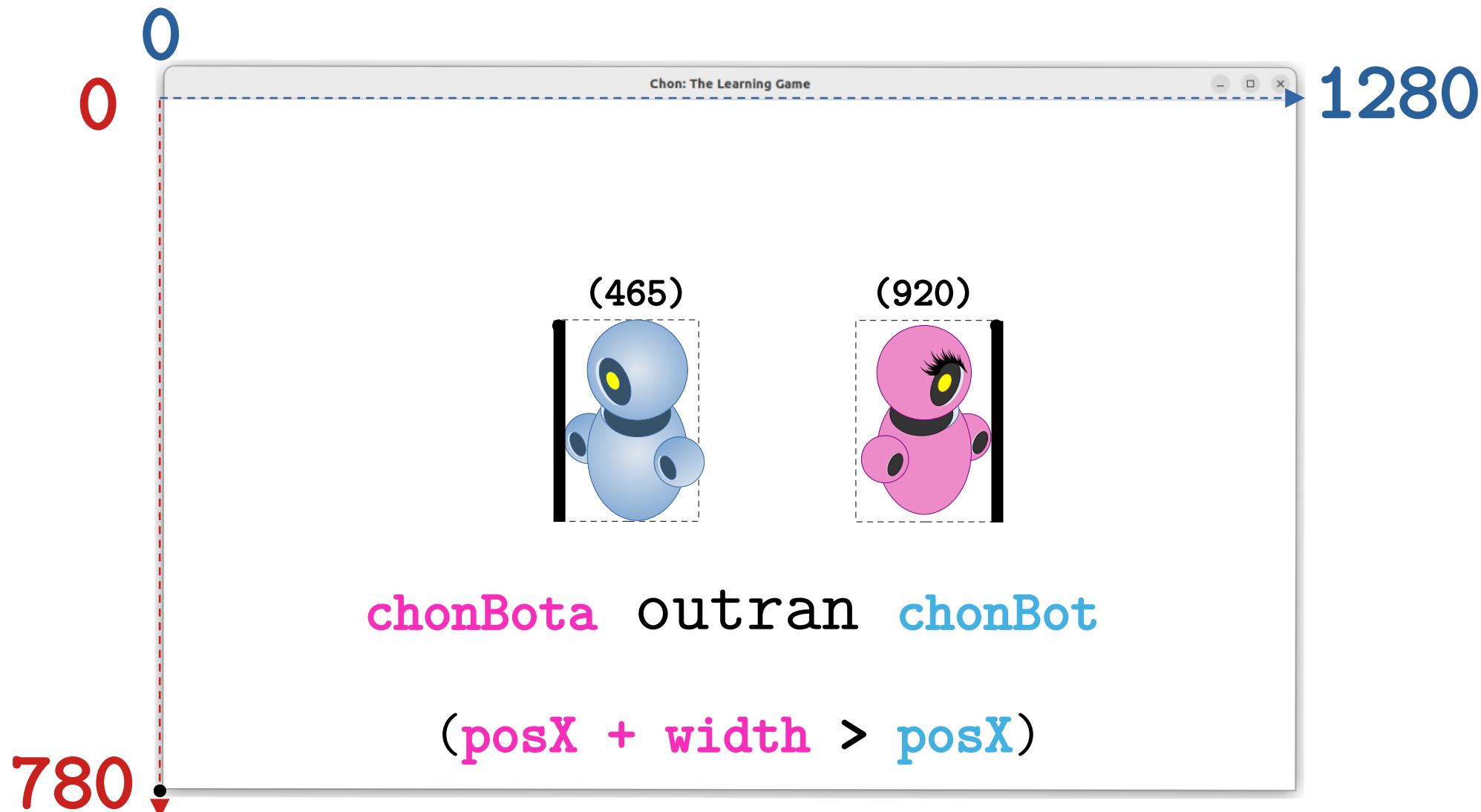
Axis X: Condition 2



Axis X: Condition 2



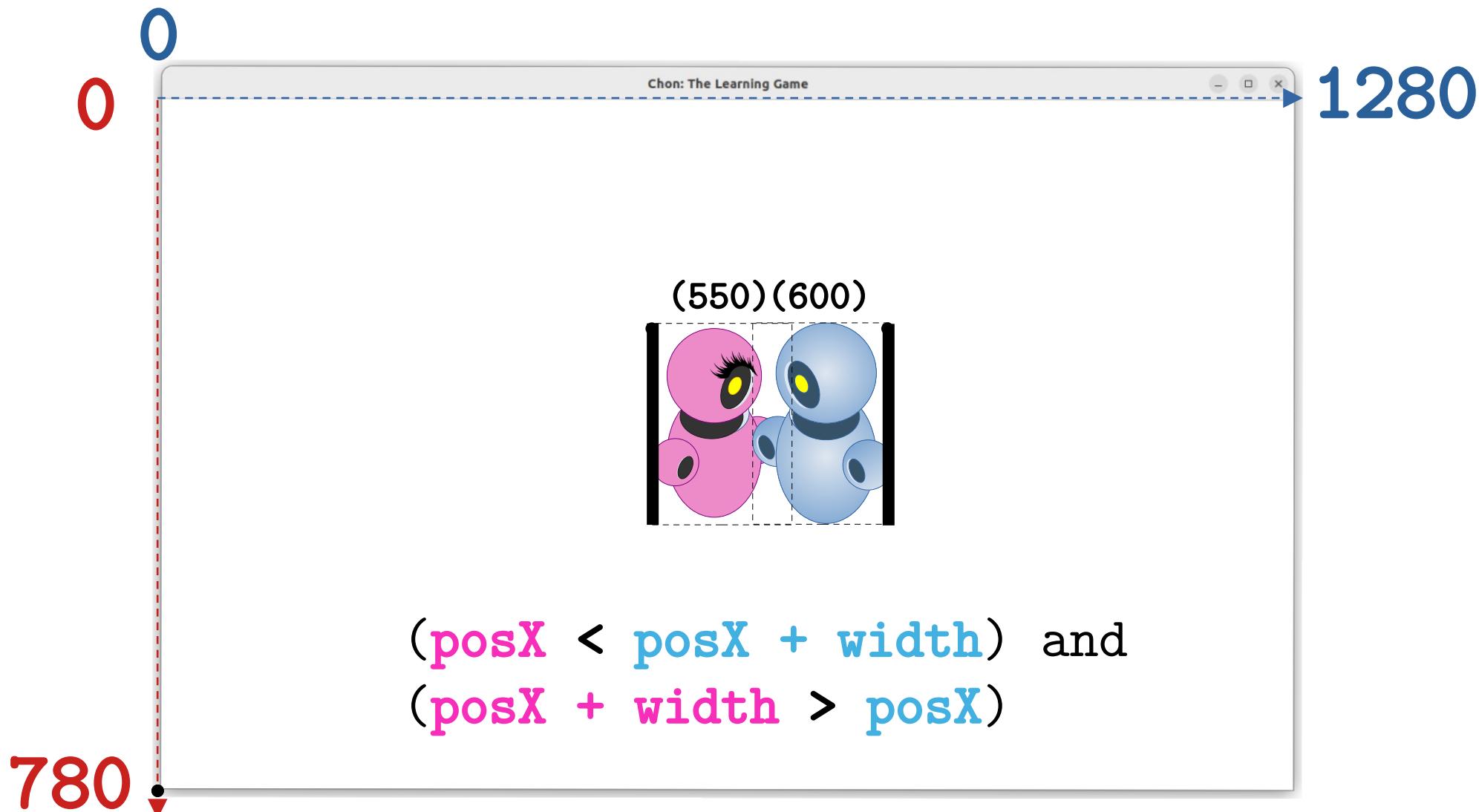
Axis X: Condition 2



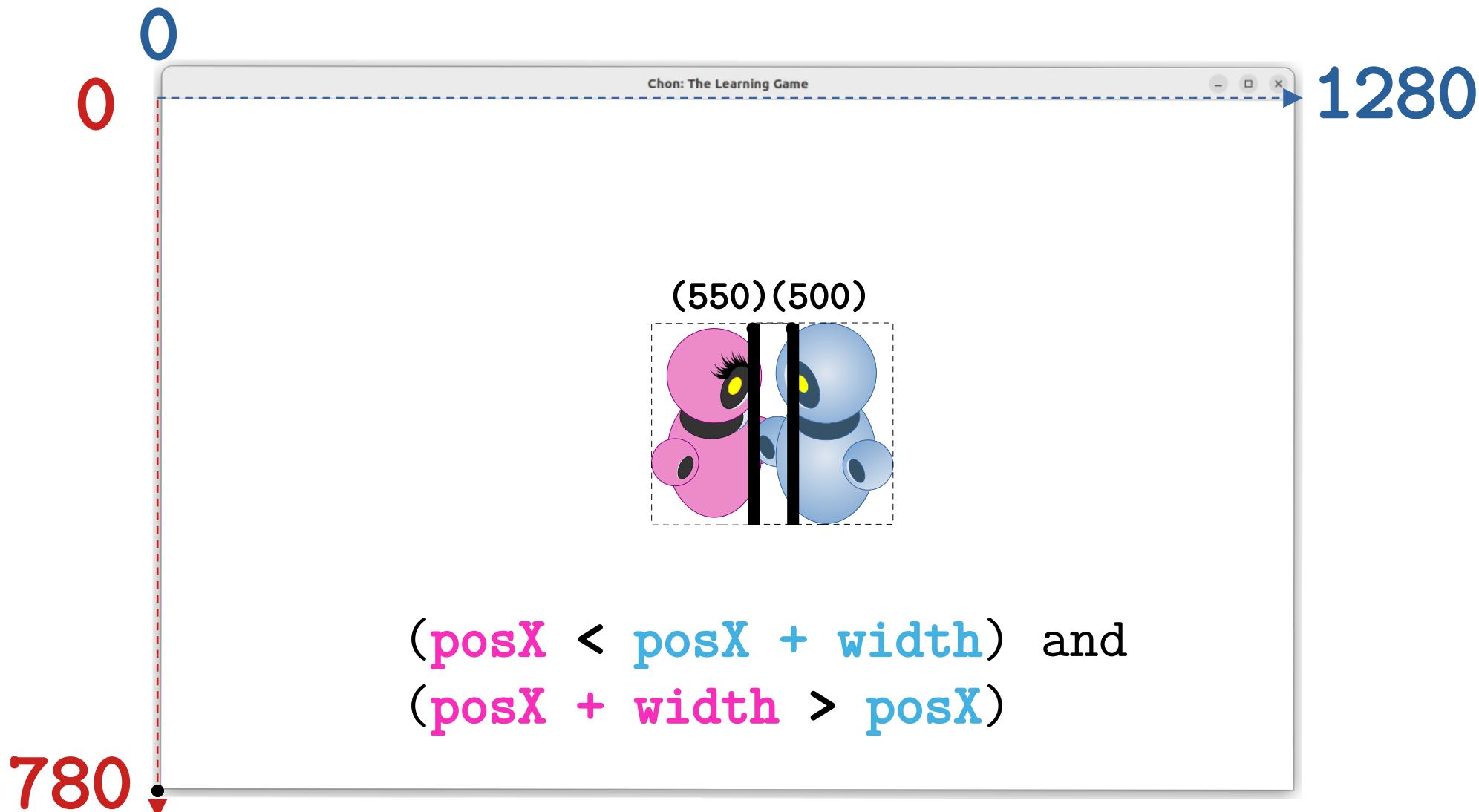
Axis X: Condition 1 And 2

The **protagonist** must **cross** other agents
and do not **outrun** them.

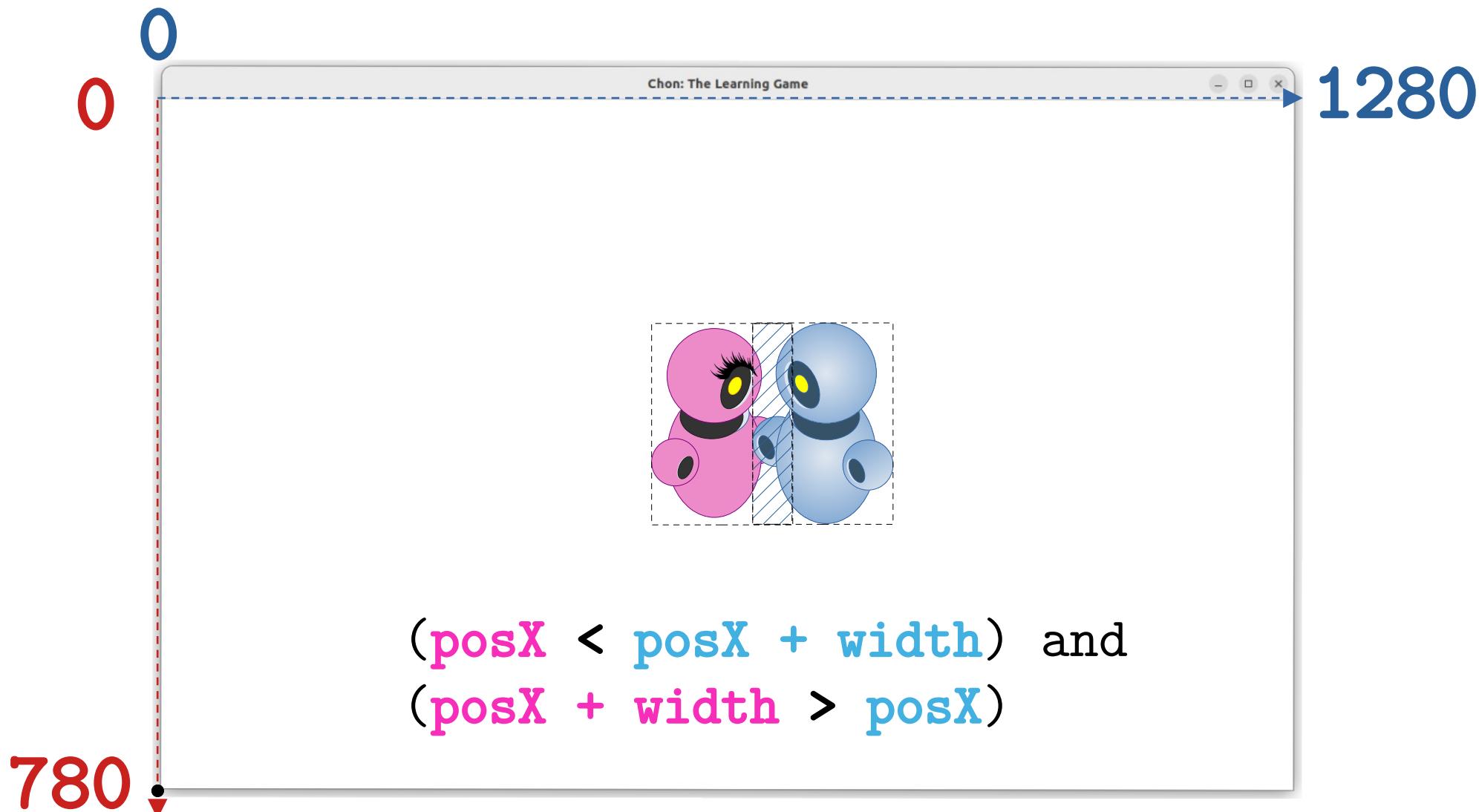
Axis X: Condition 1 And 2



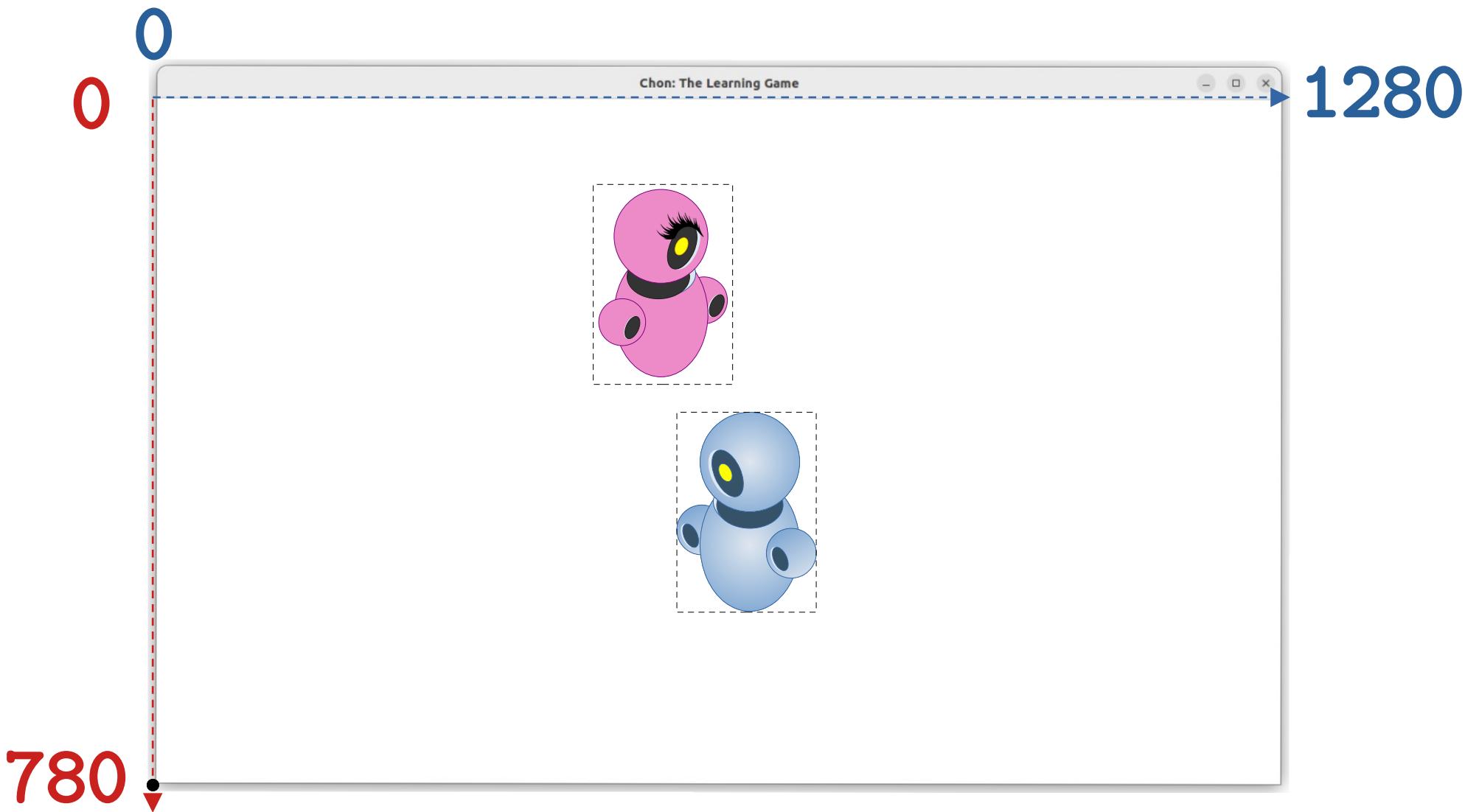
Axis X: Condition 1 And 2



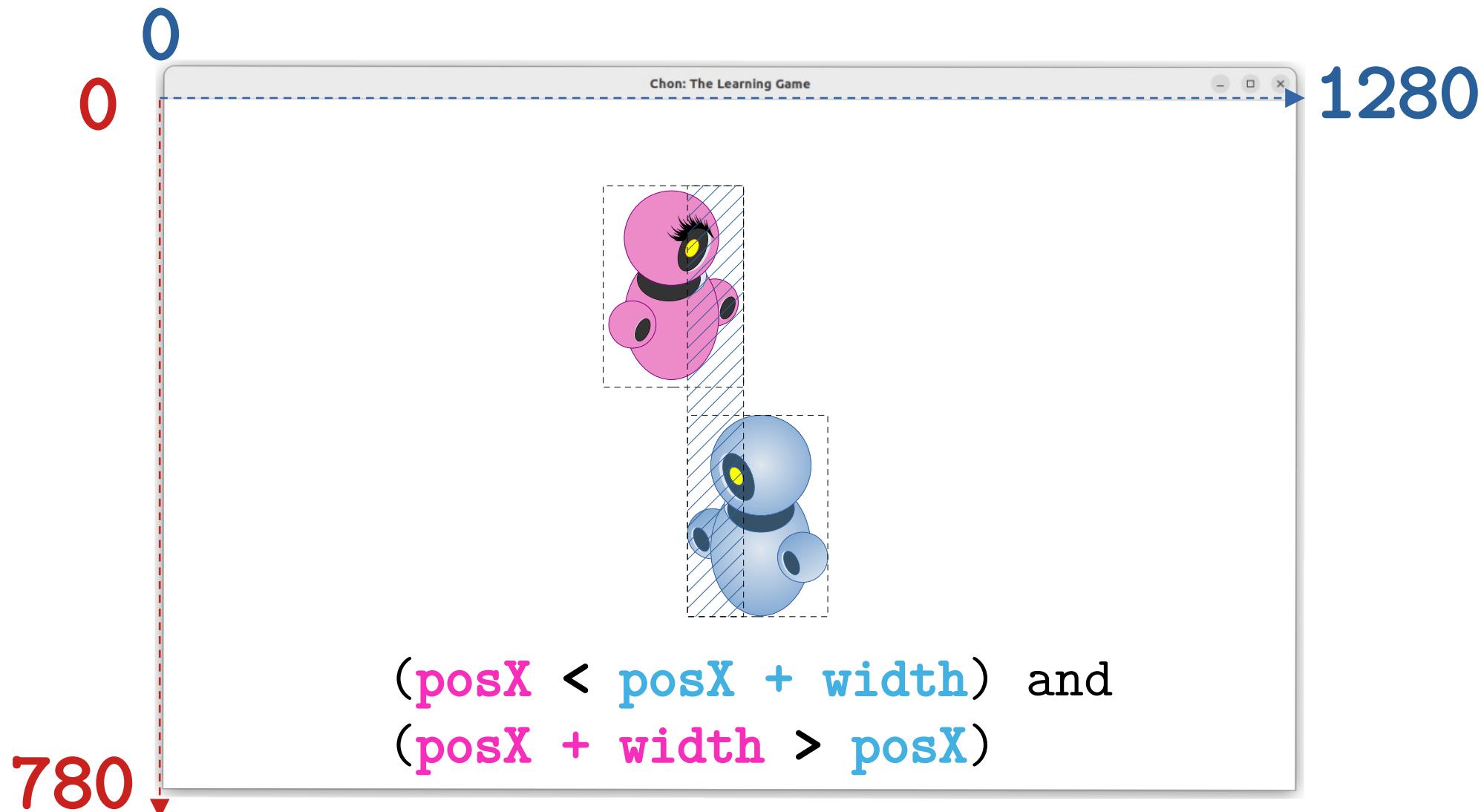
Axis X: Condition 1 And 2



Axis Y



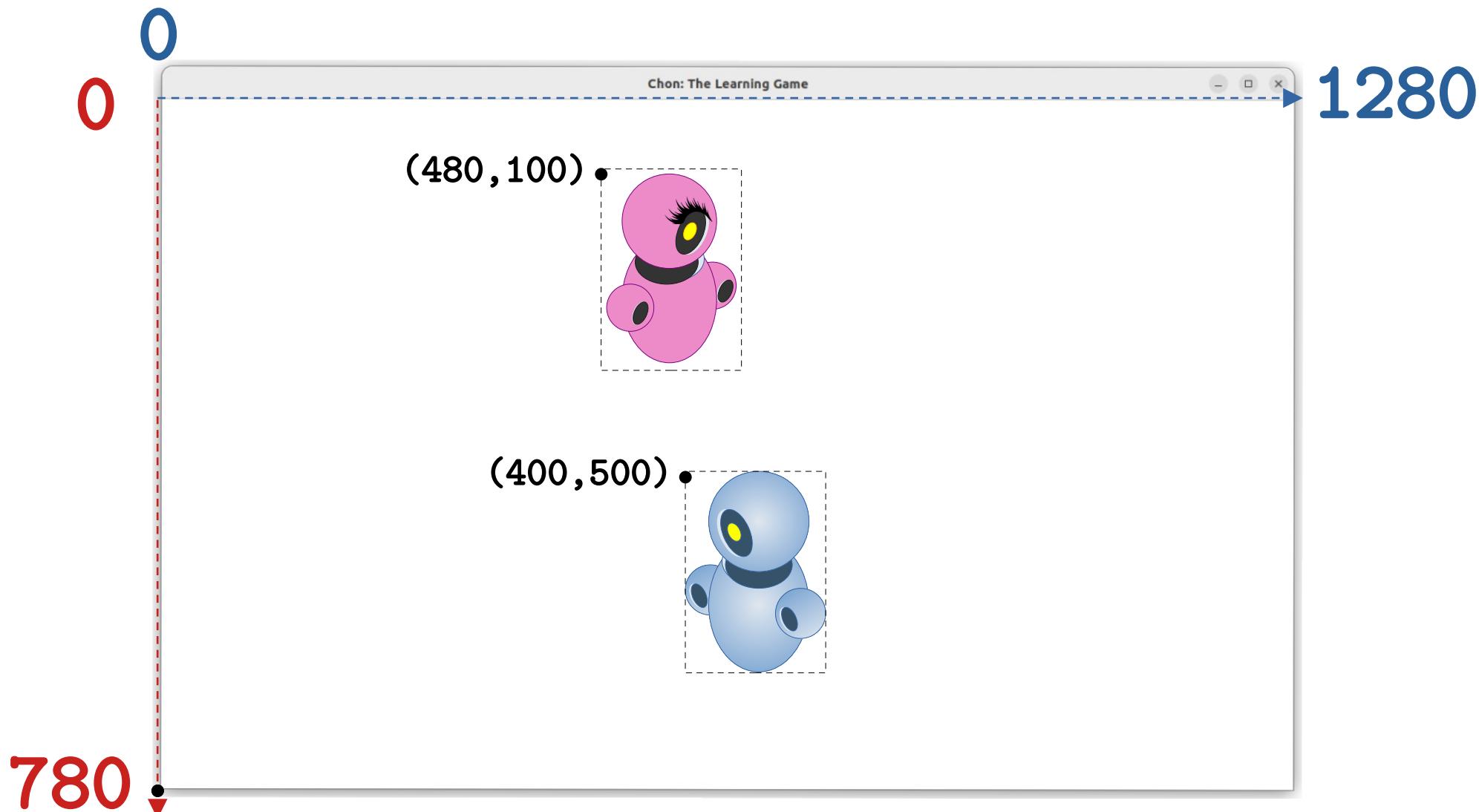
Axis Y



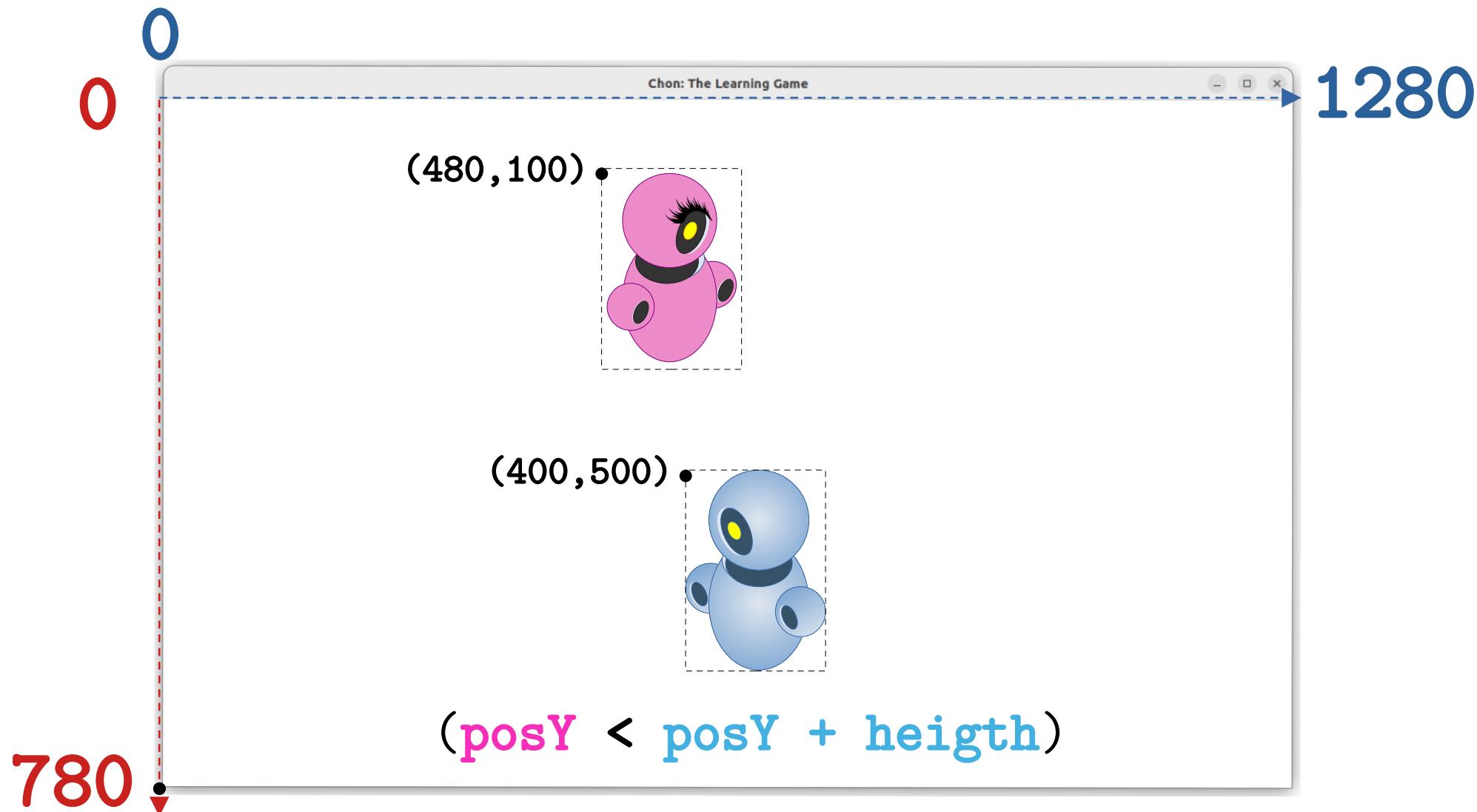
Axis Y: Condition 3

The **protagonist** must not **outrun** the other agents.

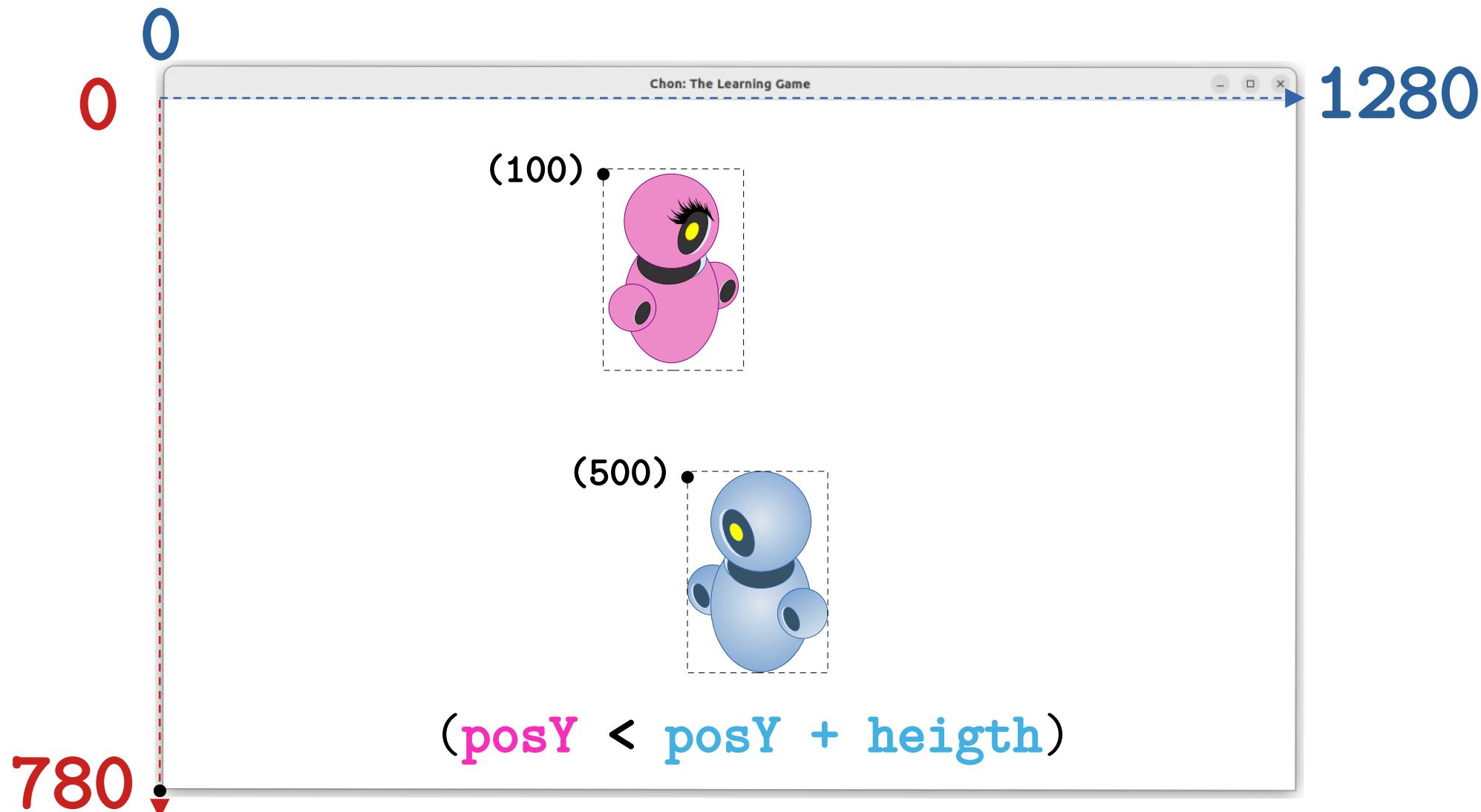
Axis Y: Condition 3



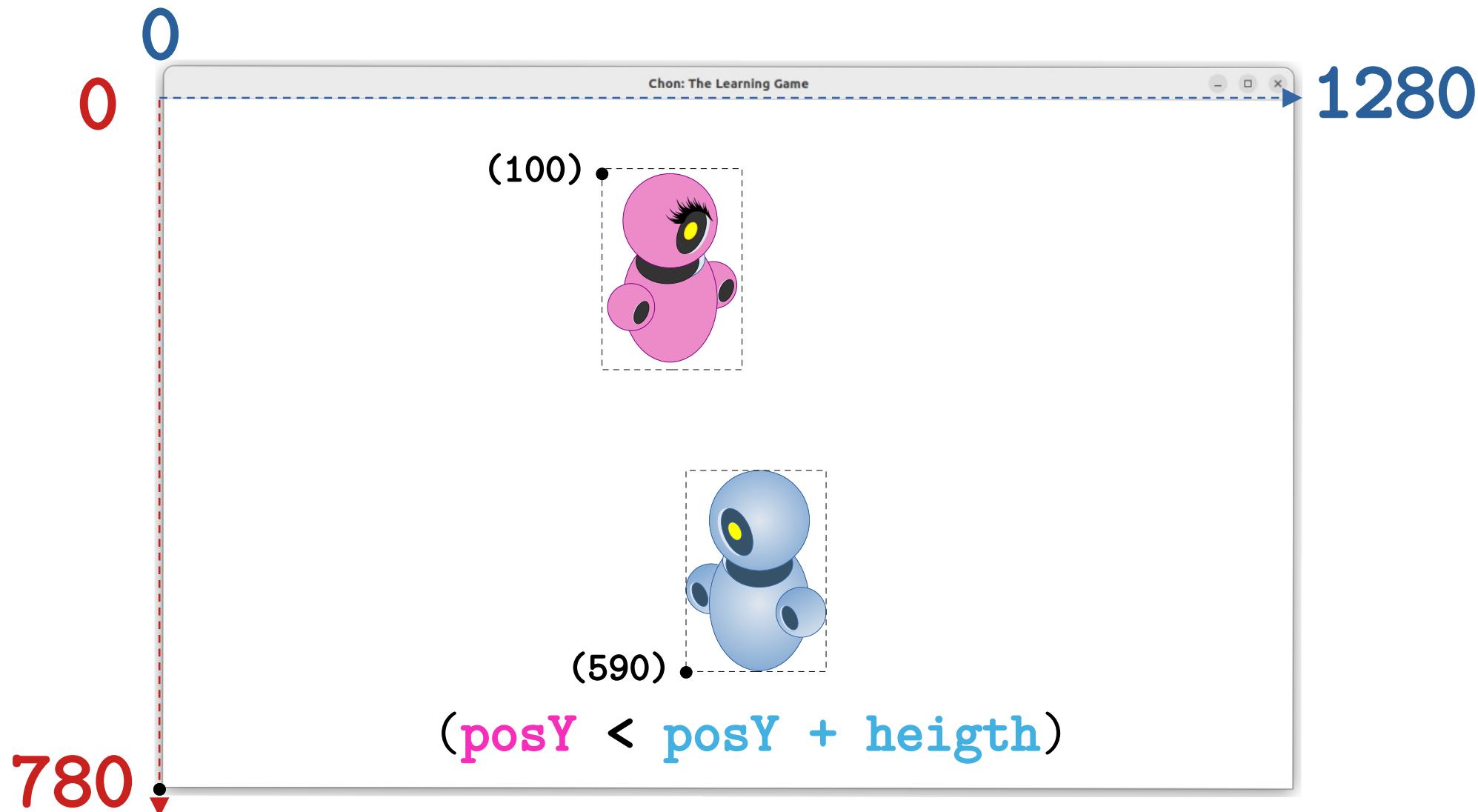
Axis Y: Condition 3



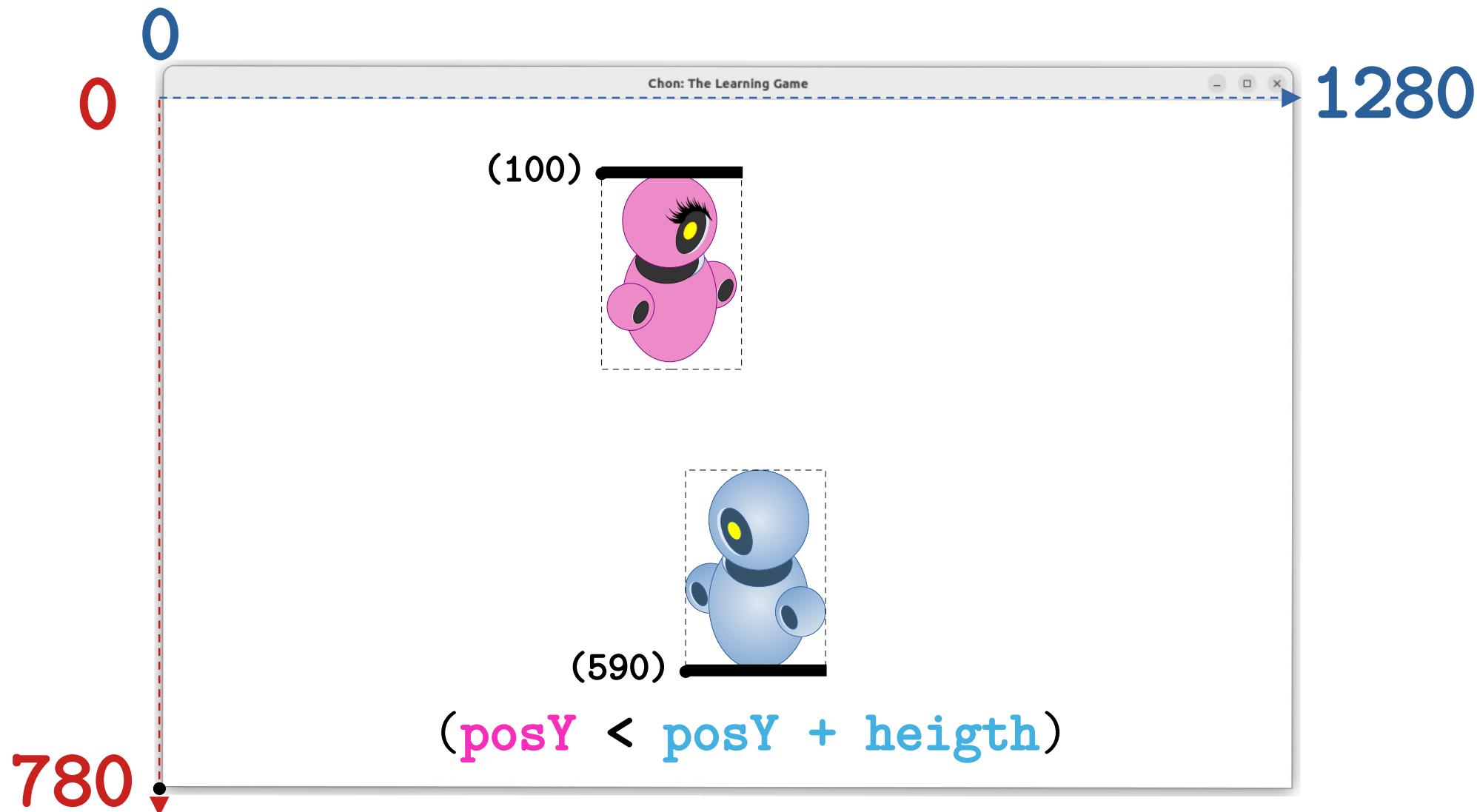
Axis Y: Condition 3



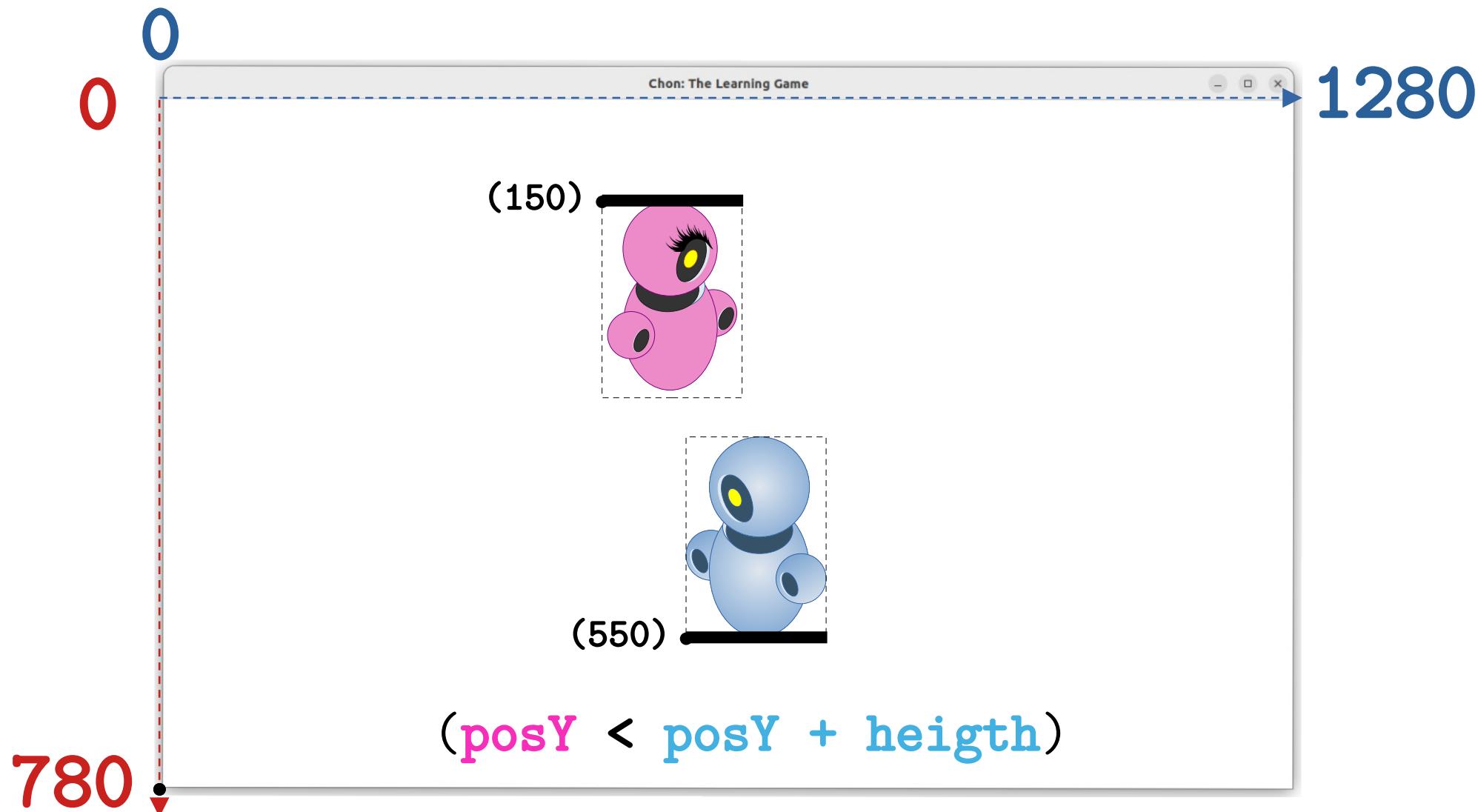
Axis Y: Condition 3



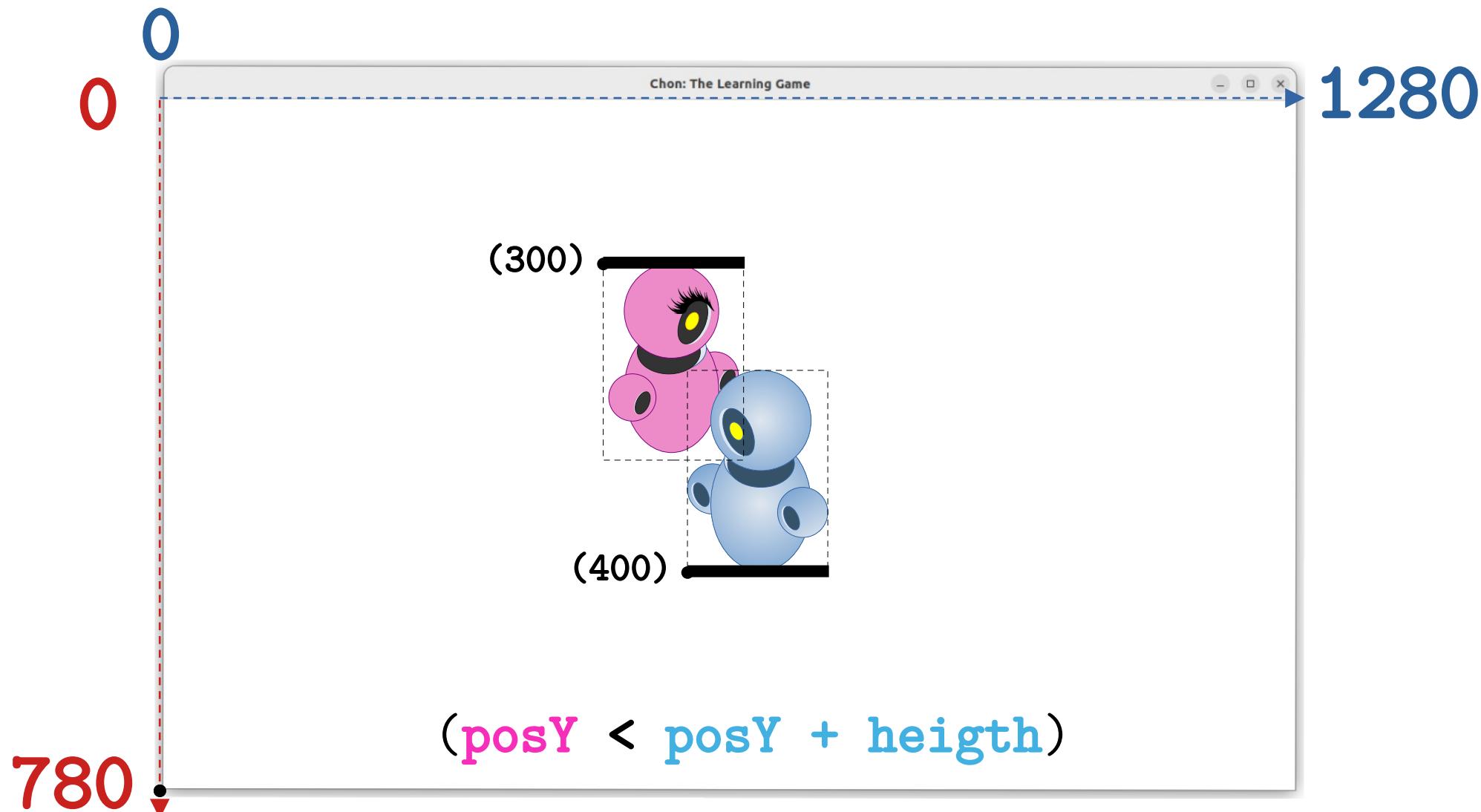
Axis Y: Condition 3



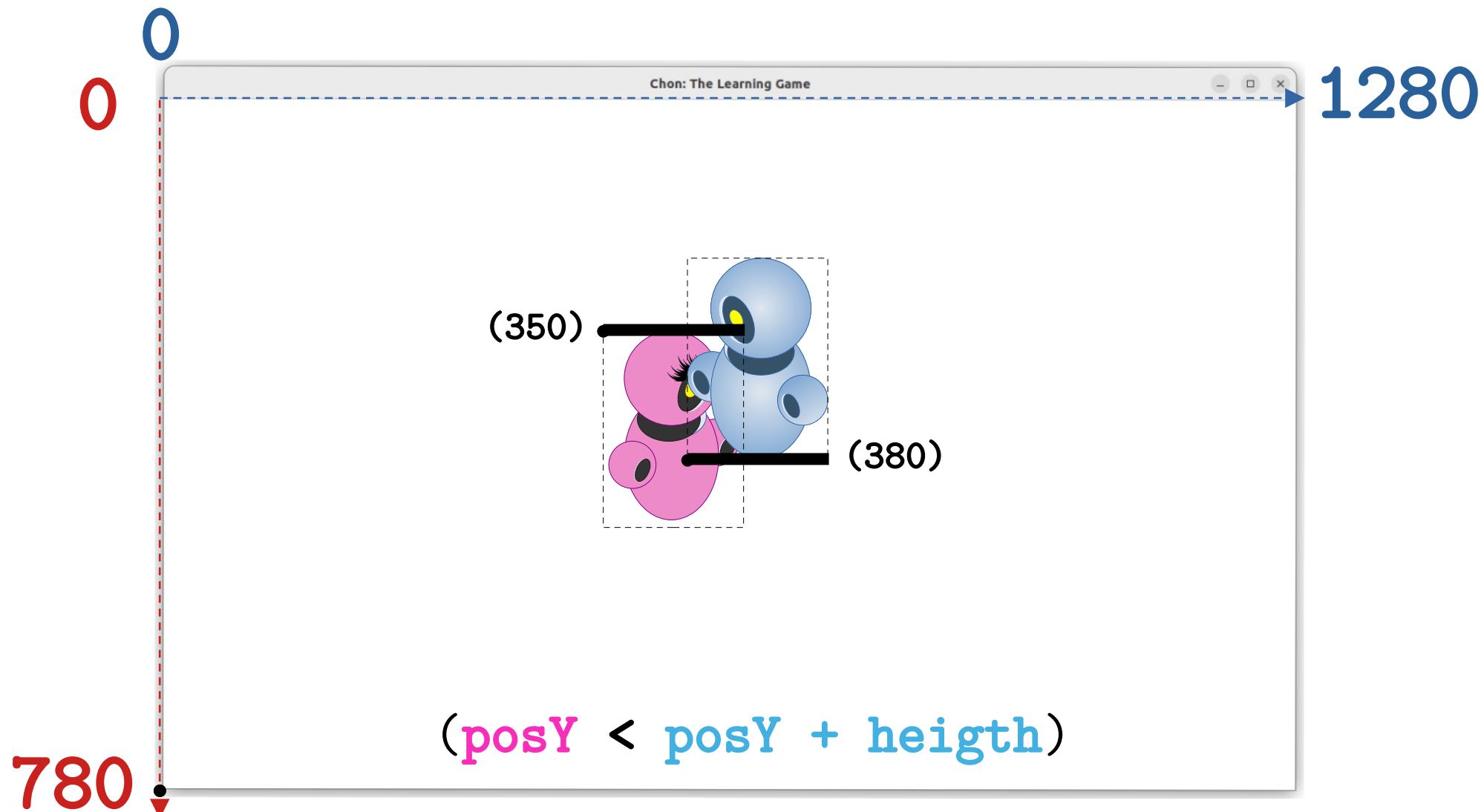
Axis Y: Condition 3



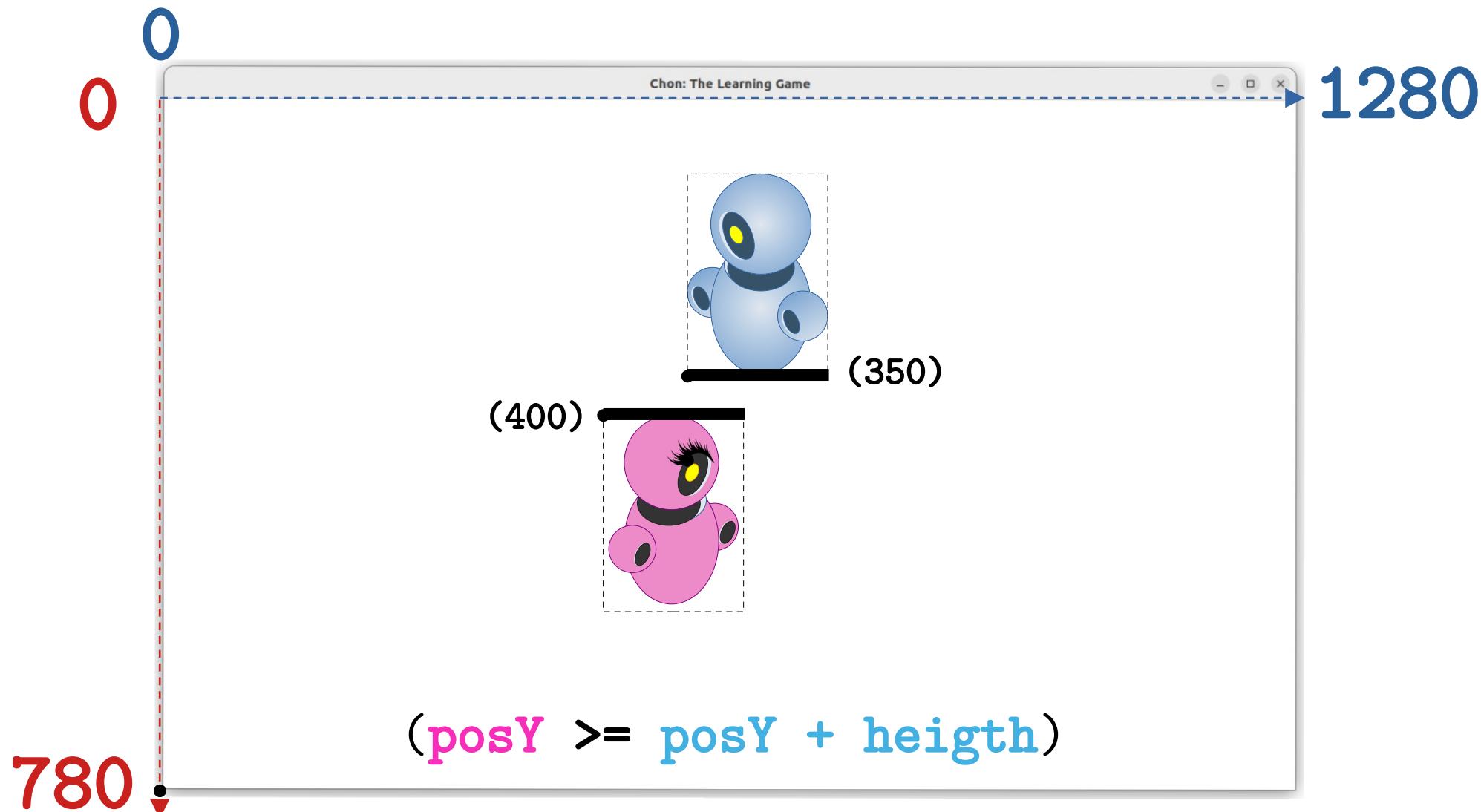
Axis Y: Condition 3



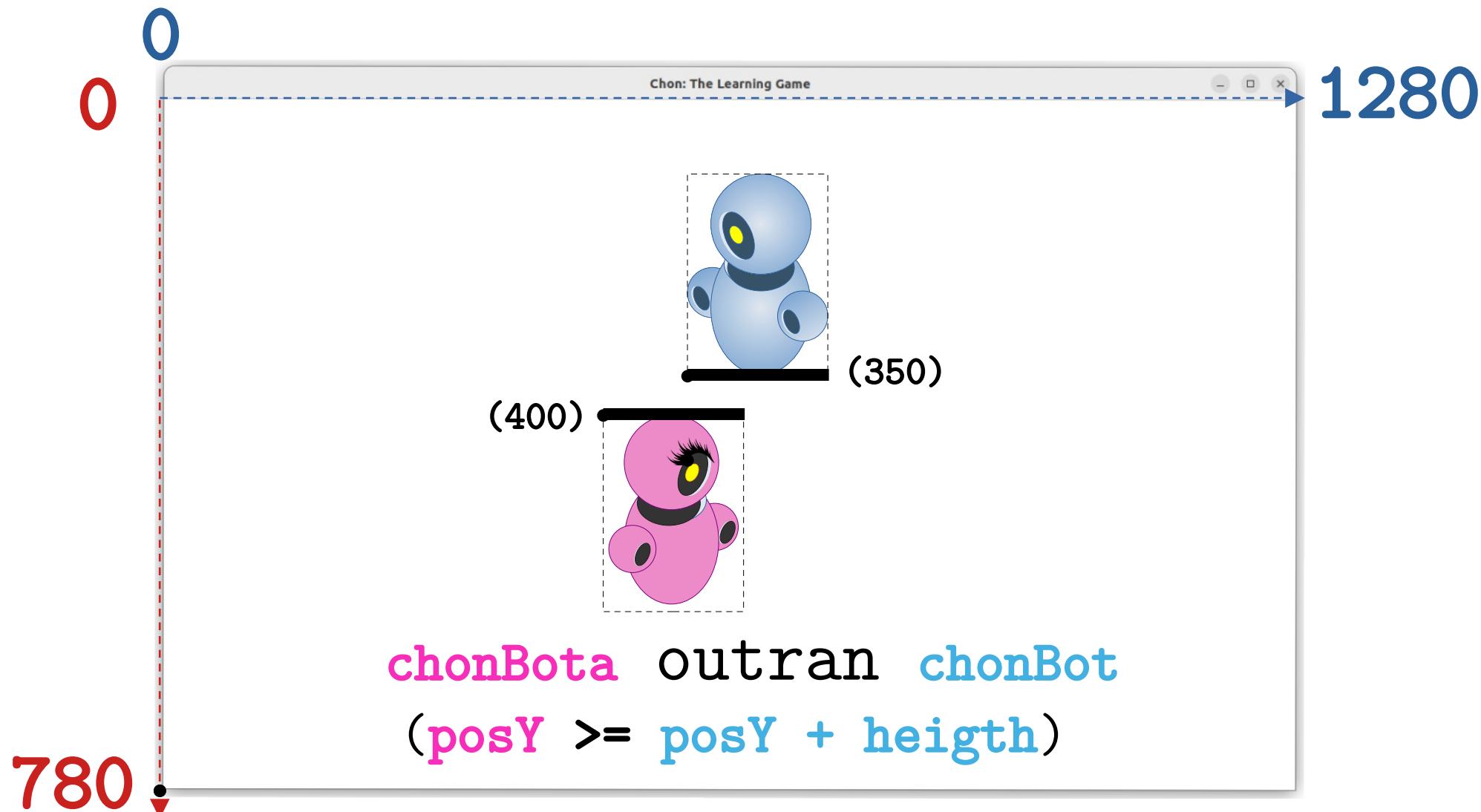
Axis Y: Condition 3



Axis Y: Condition 3



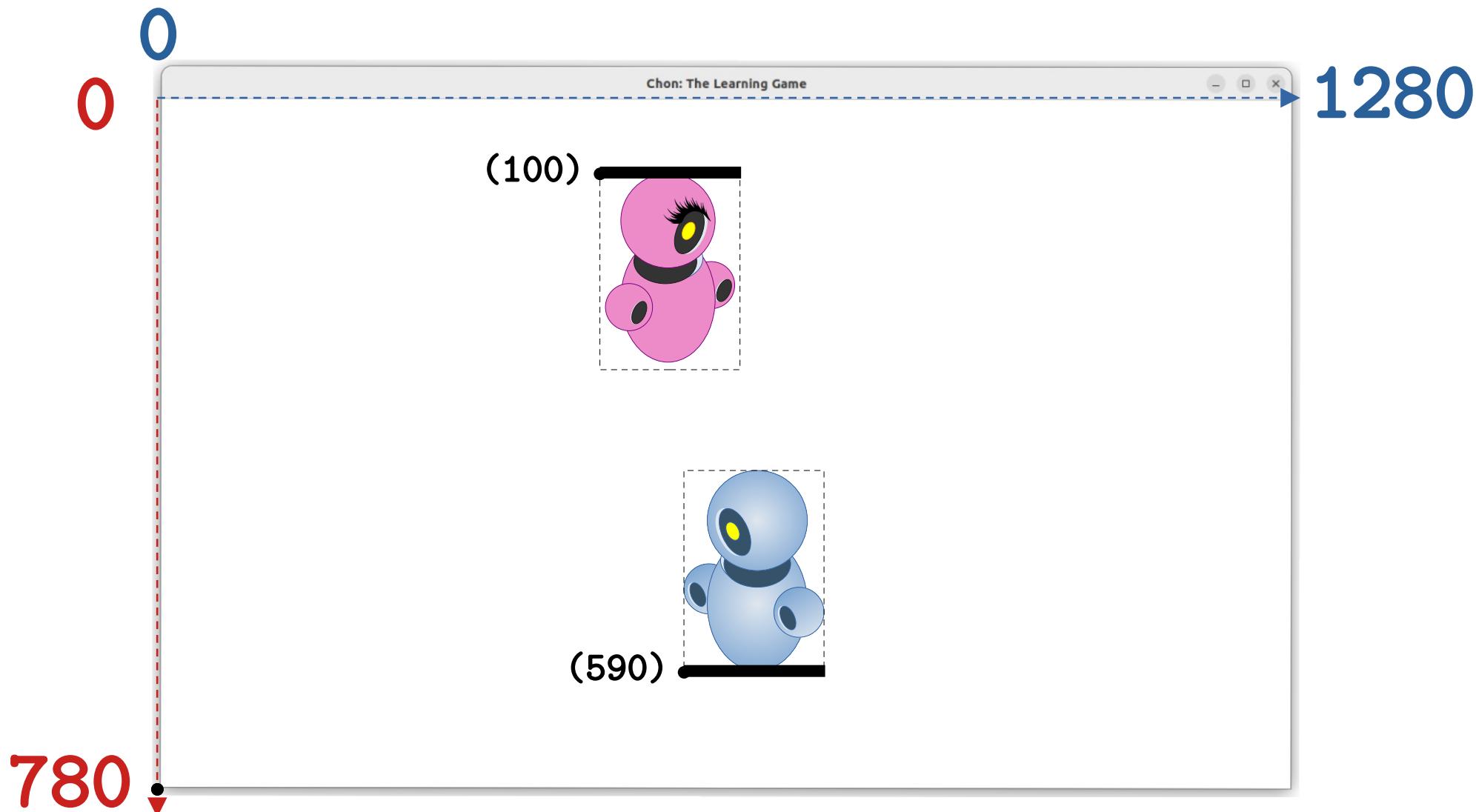
Axis Y: Condition 3



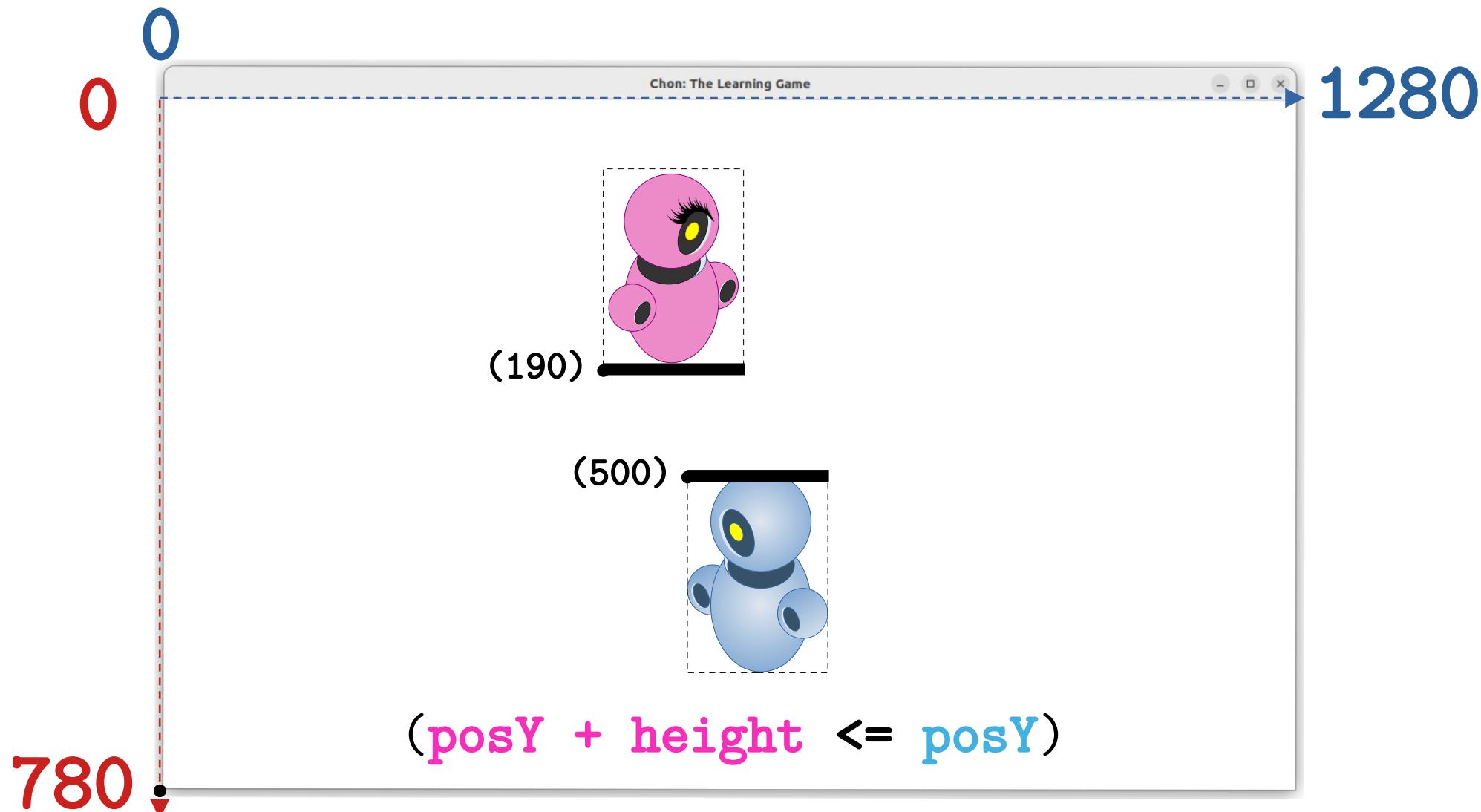
Axis Y: Condition 4

The **protagonist** must **cross** the other agents.

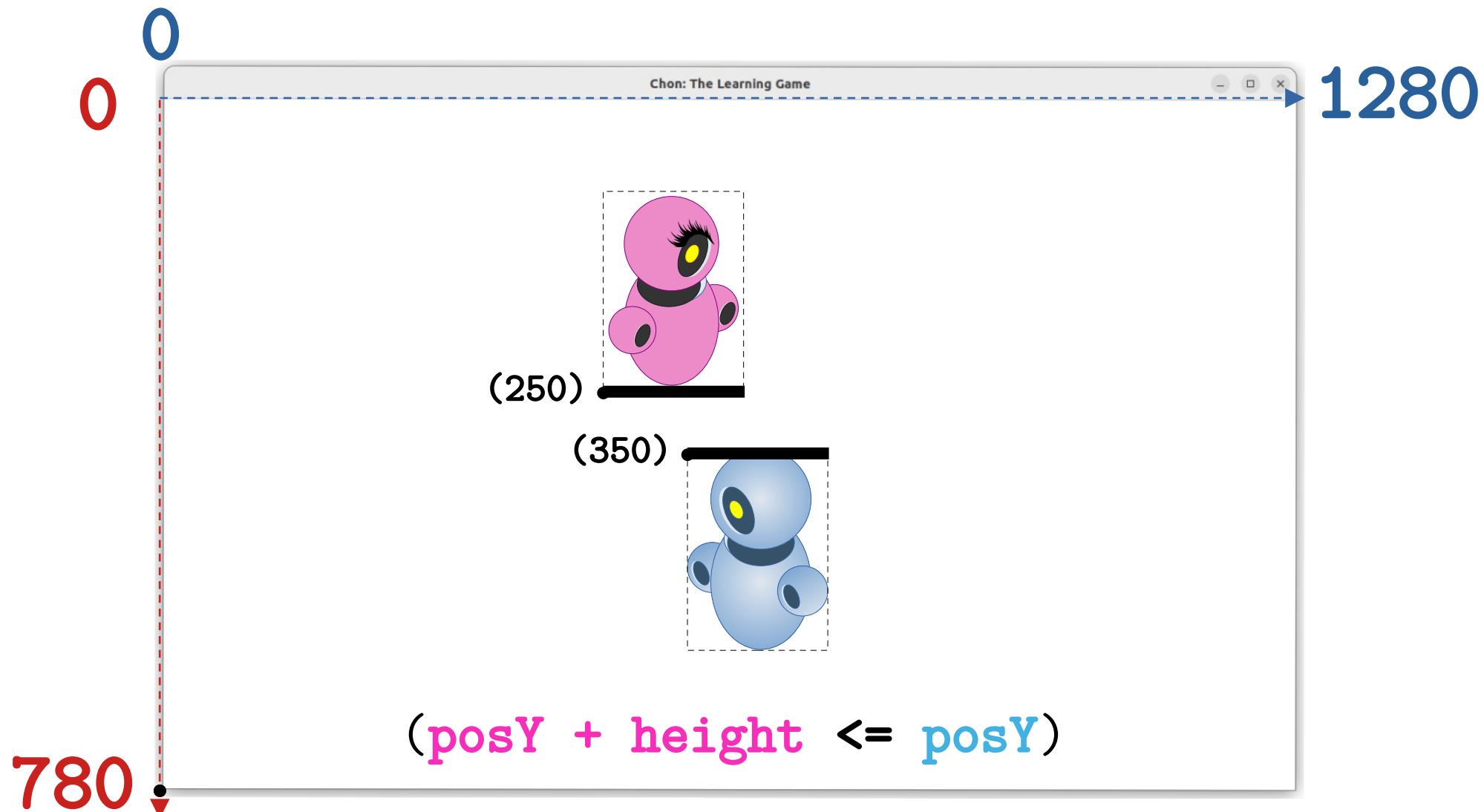
Axis Y: Condition 4



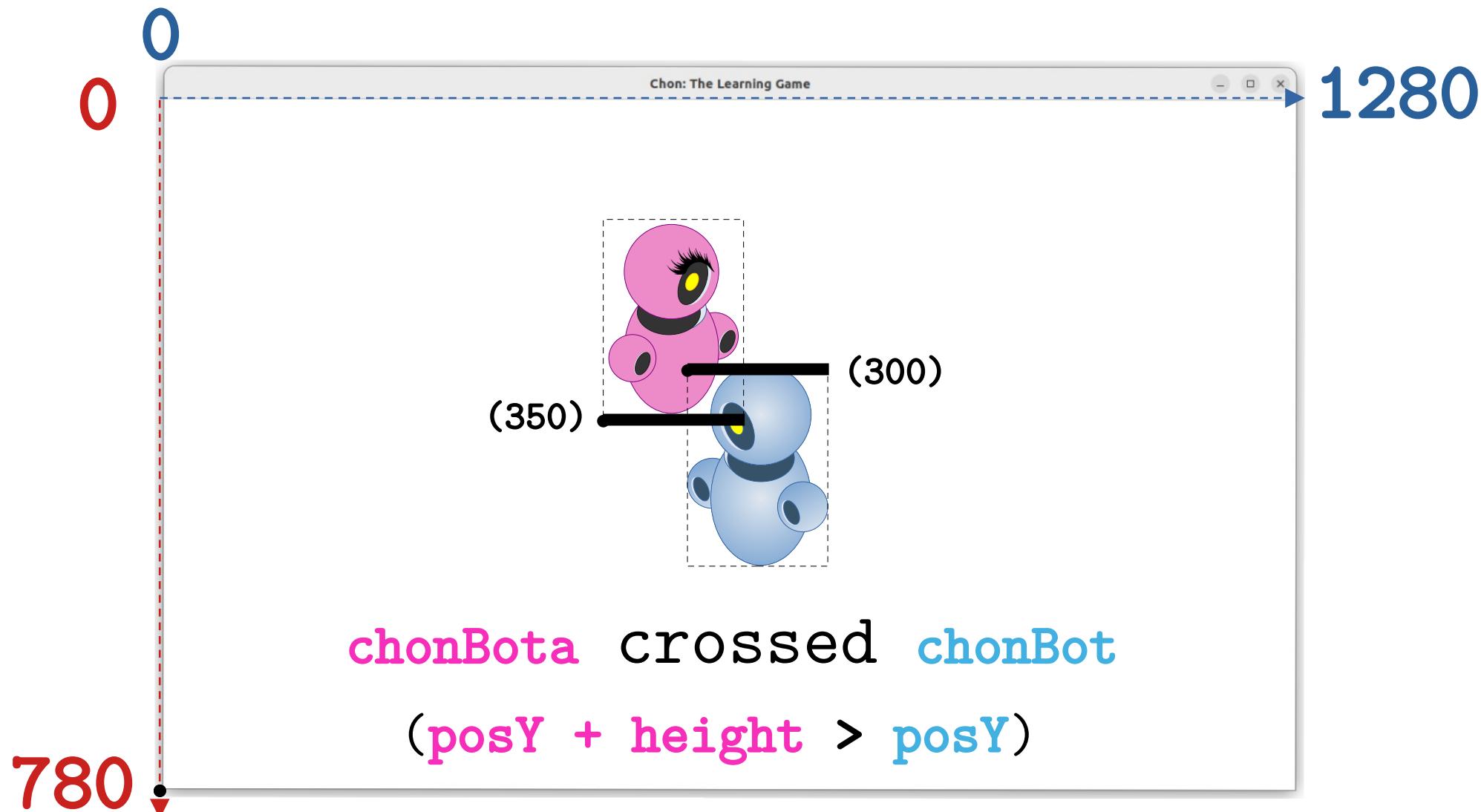
Axis Y: Condition 4



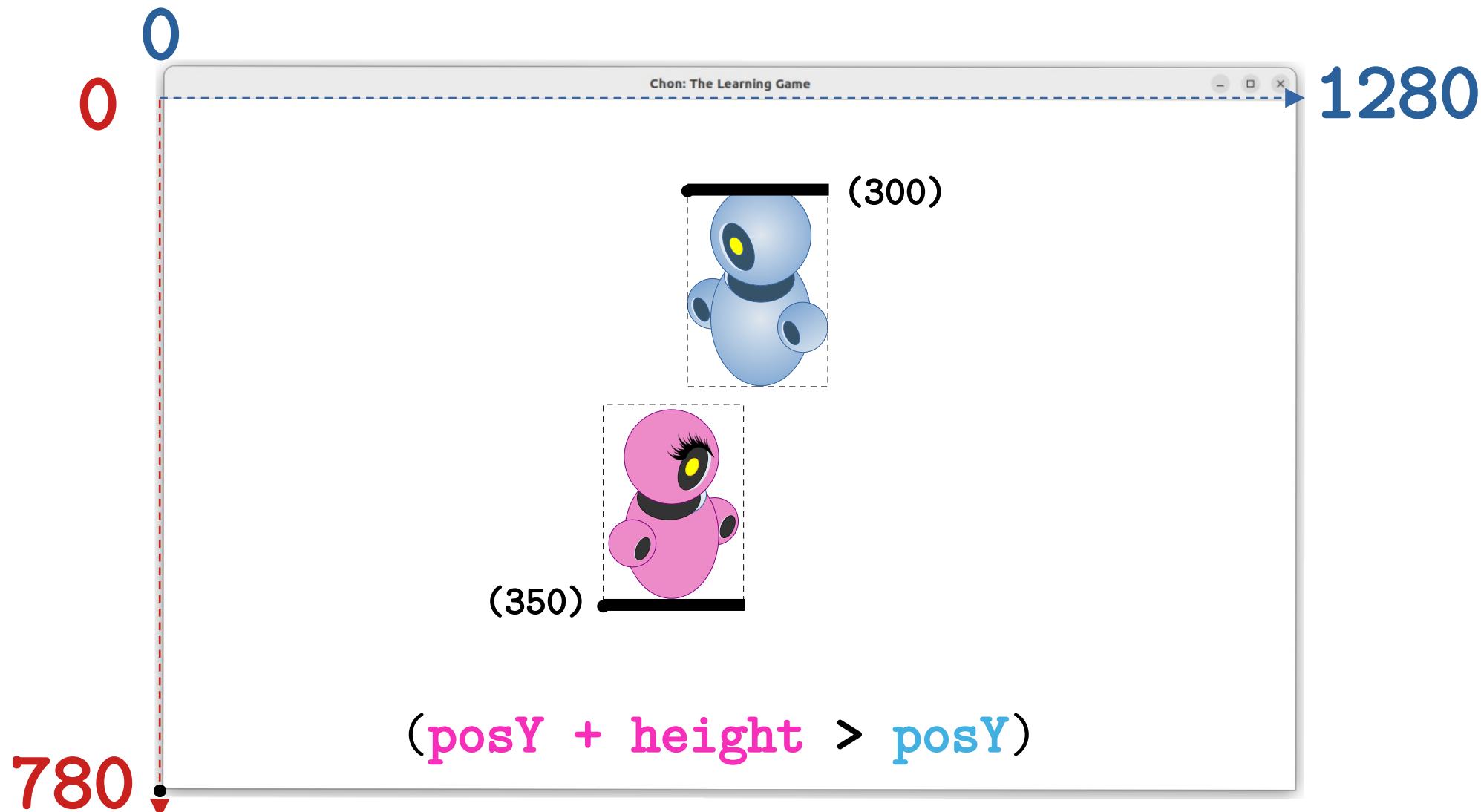
Axis Y: Condition 4



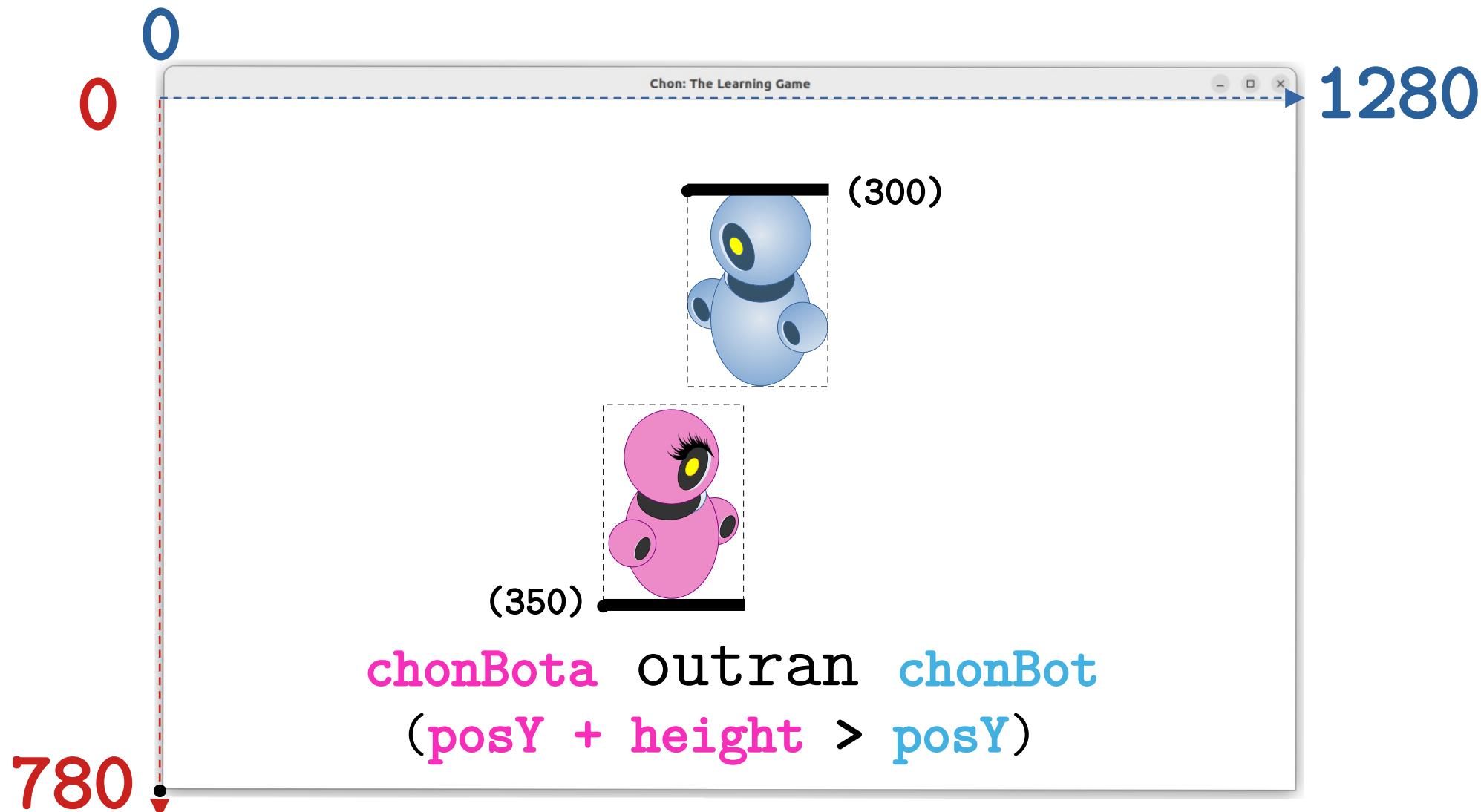
Axis Y: Condition 4



Axis Y: Condition 4



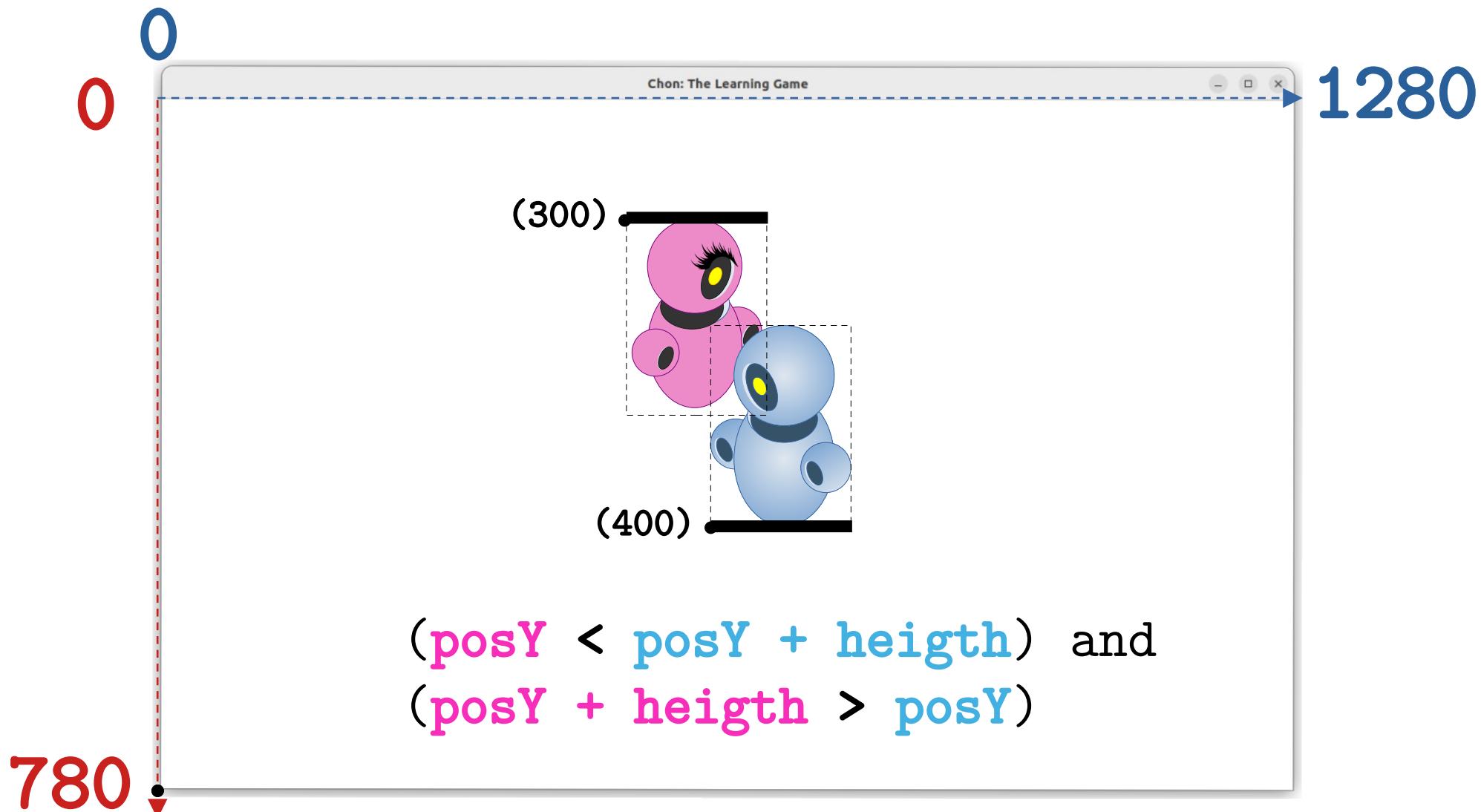
Axis Y: Condition 4



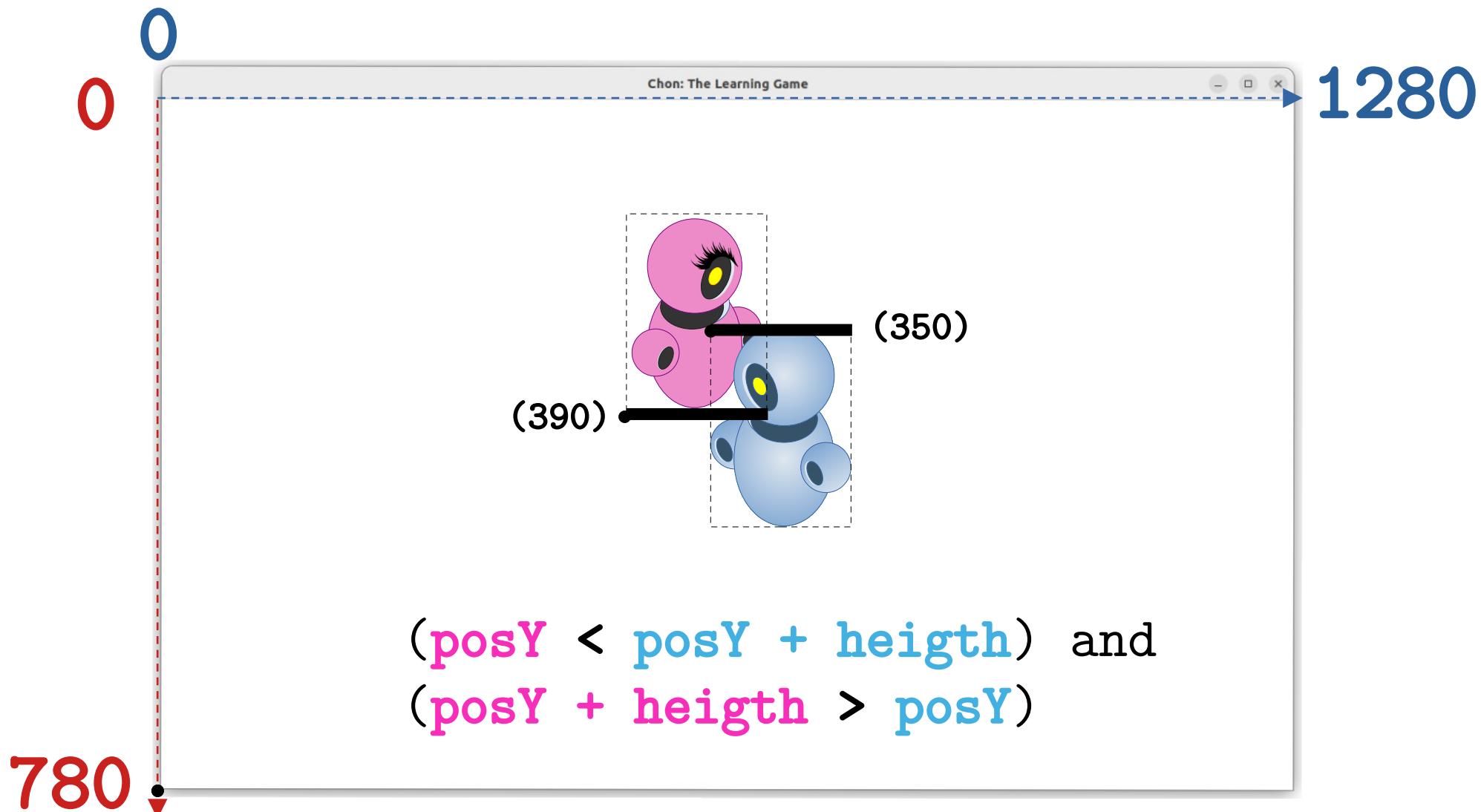
Axis Y: Condition 3 And 4

The **protagonist** must **cross** other agents
and do not **outrun** them.

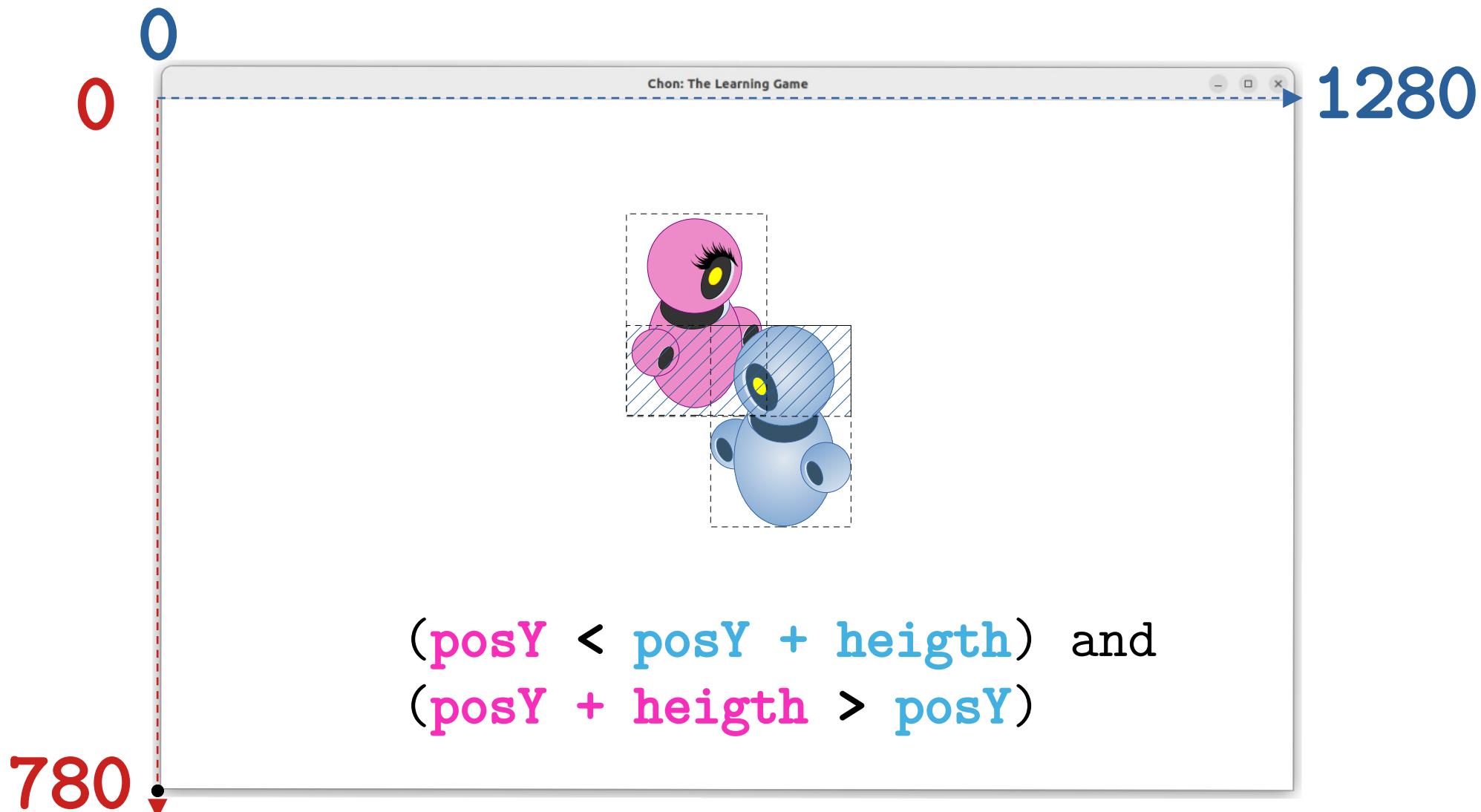
Axis Y: Condition 3 And 4



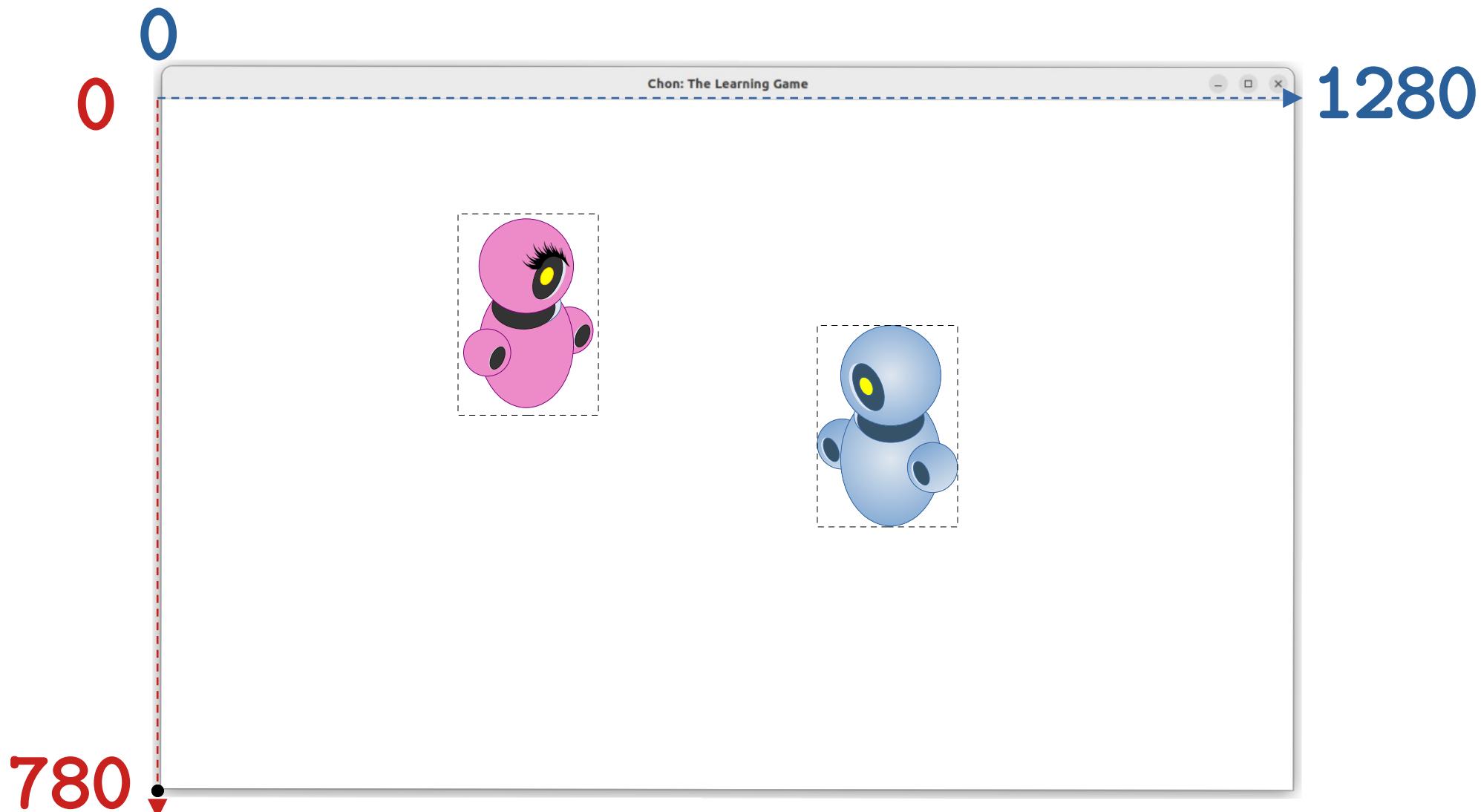
Axis Y: Condition 3 And 4



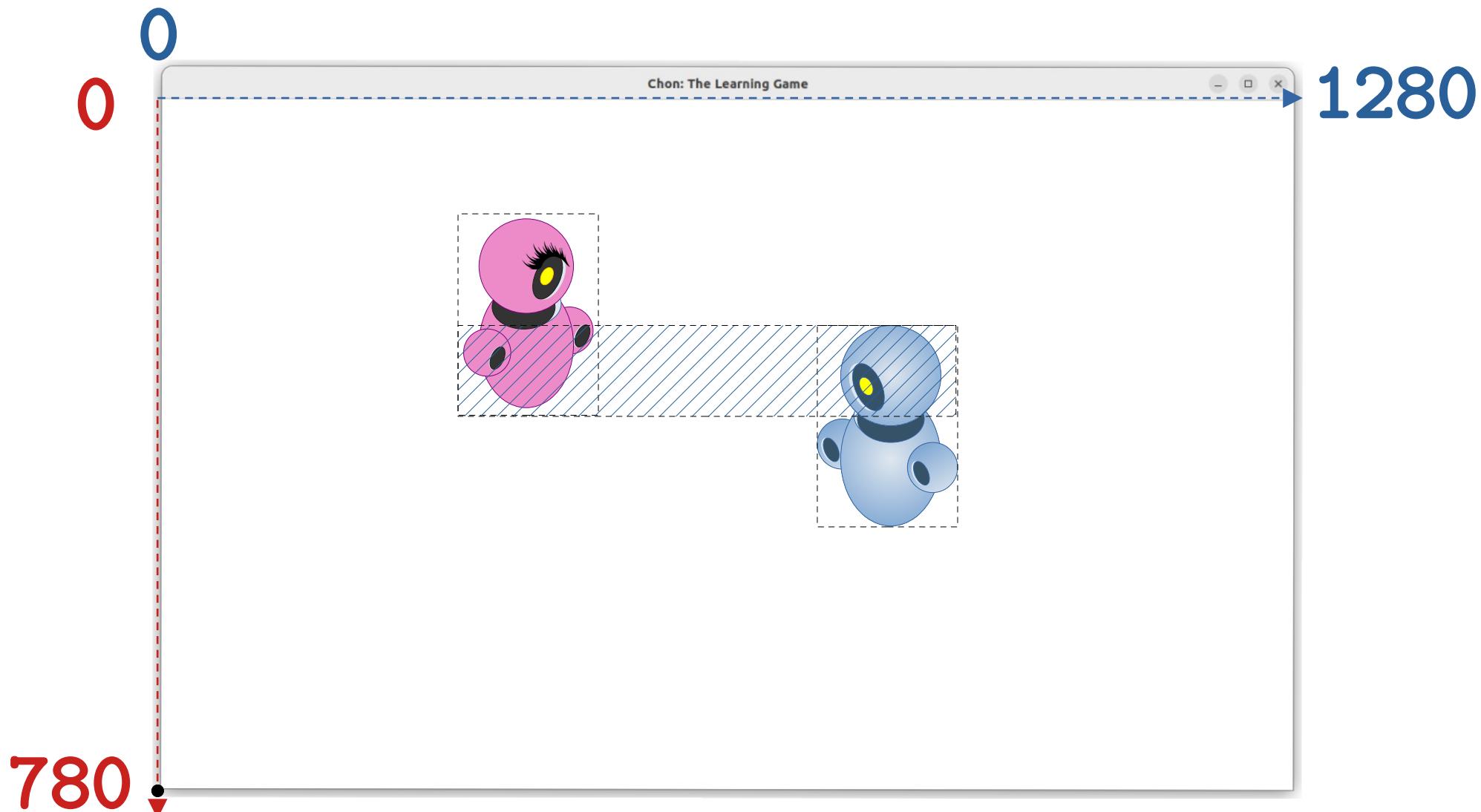
Axis Y: Condition 3 And 4



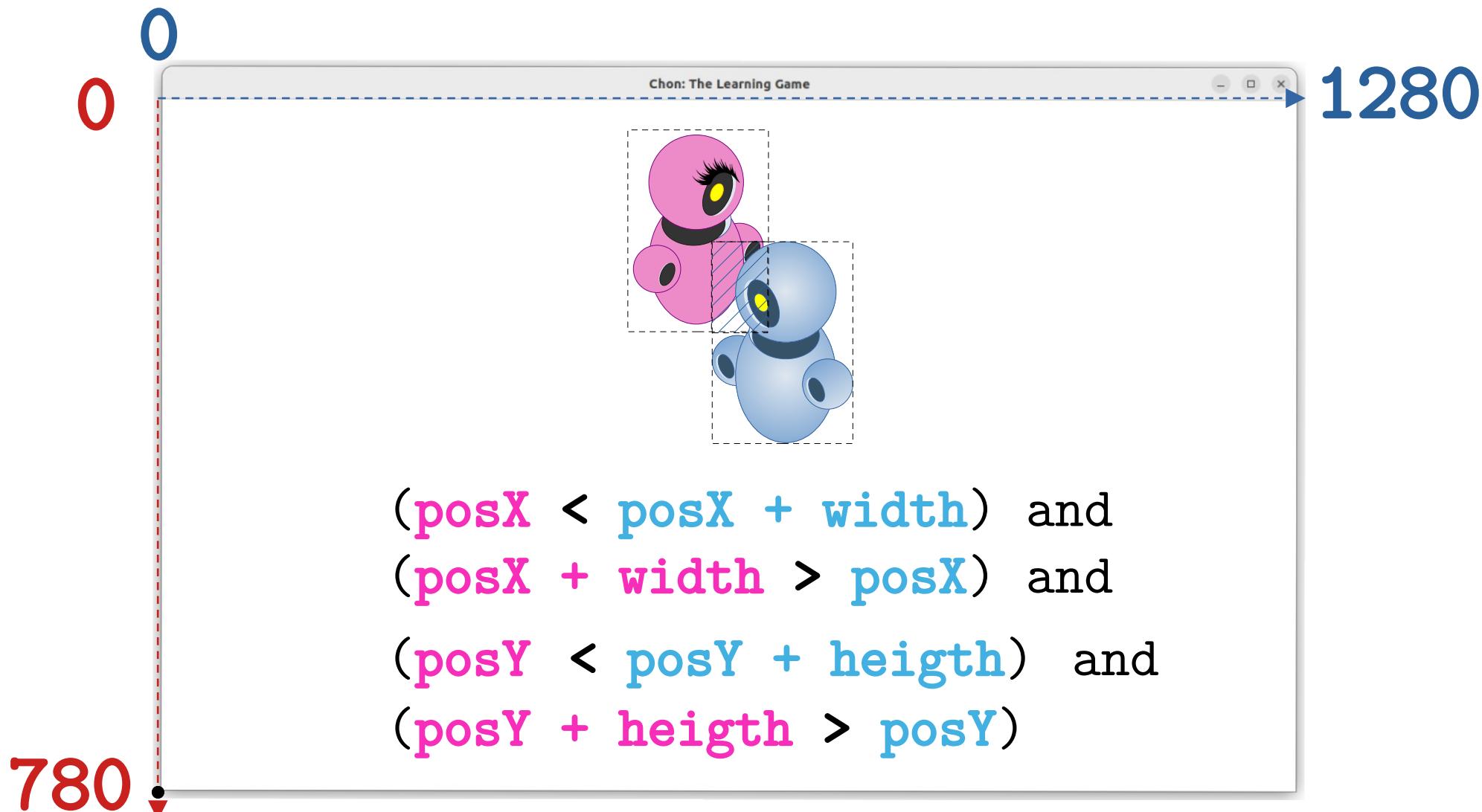
Axis Y: Condition 3 And 4



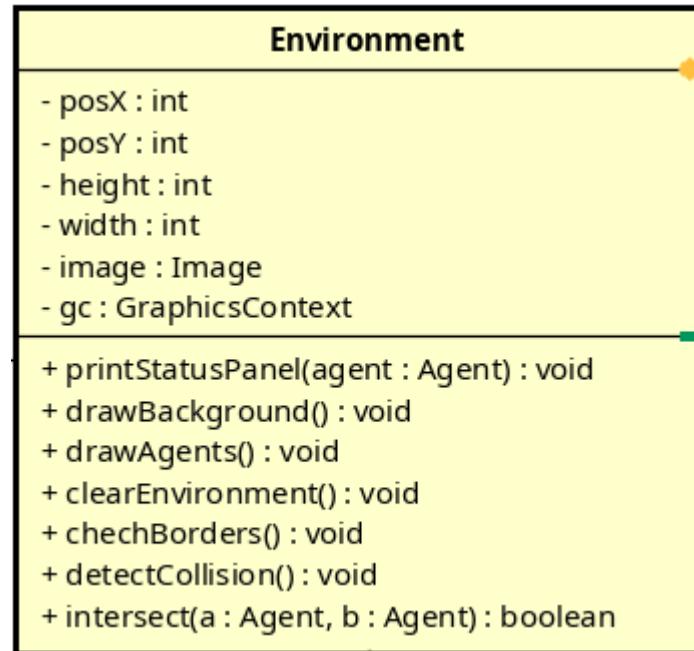
Axis Y: Condition 3 And 4



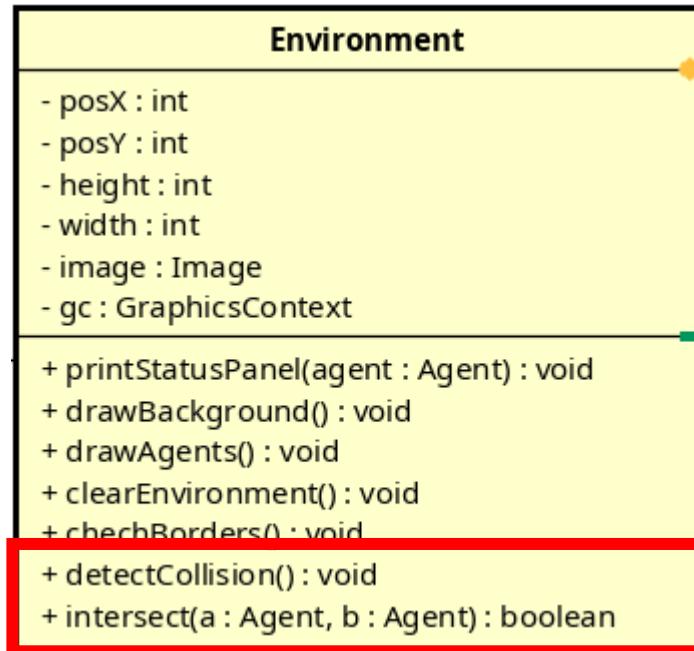
Axis X & Y: Condition 1, 2, 3 And 4



Class Environment: New Method



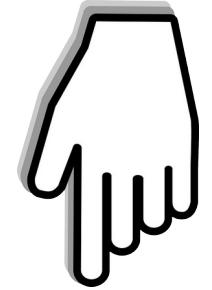
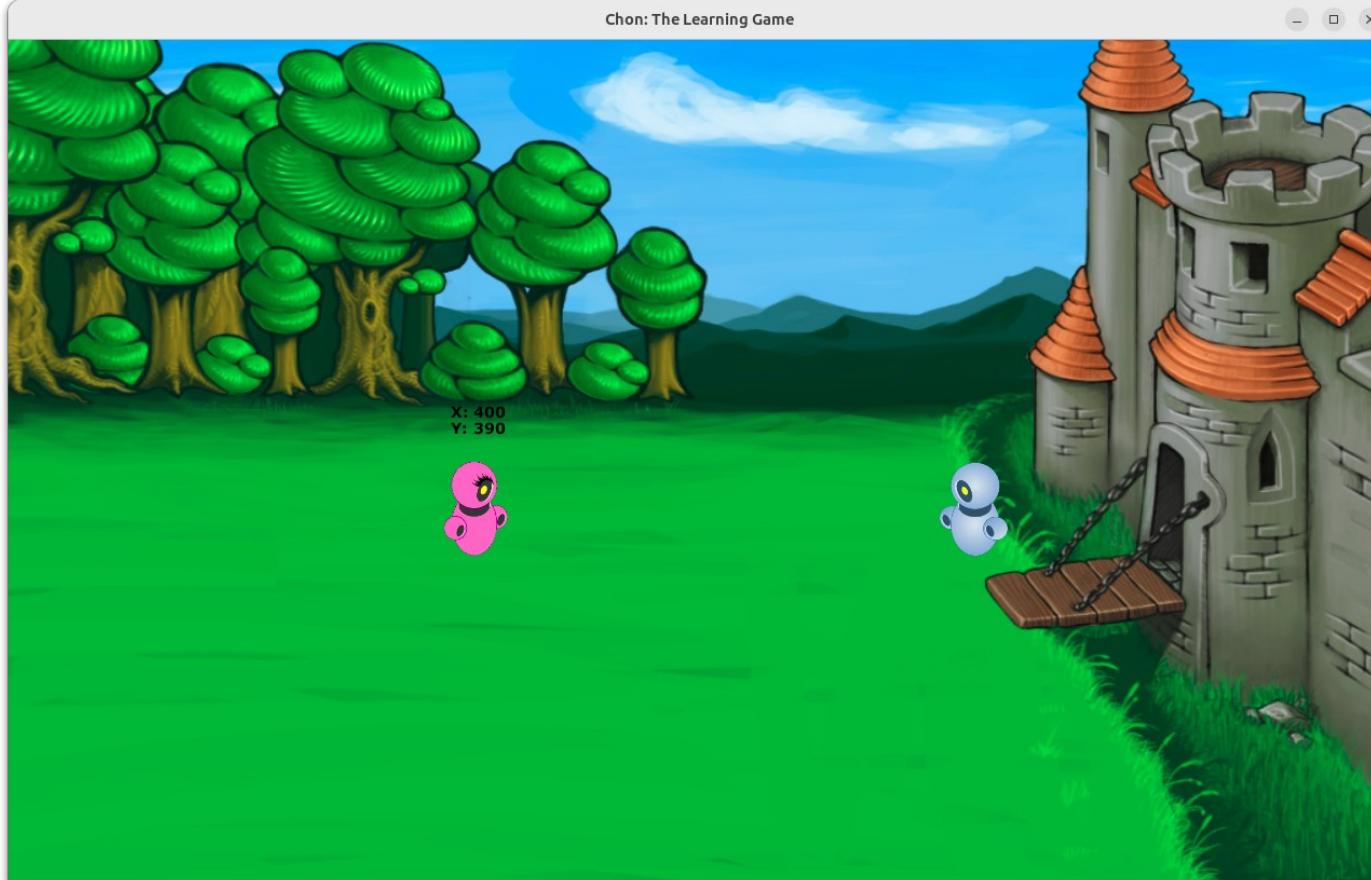
Class Environment: New Method



GAME PAUSE



Pausing the Game



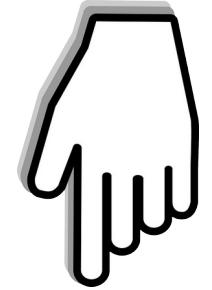
`isPaused = false`

Pausing the Game



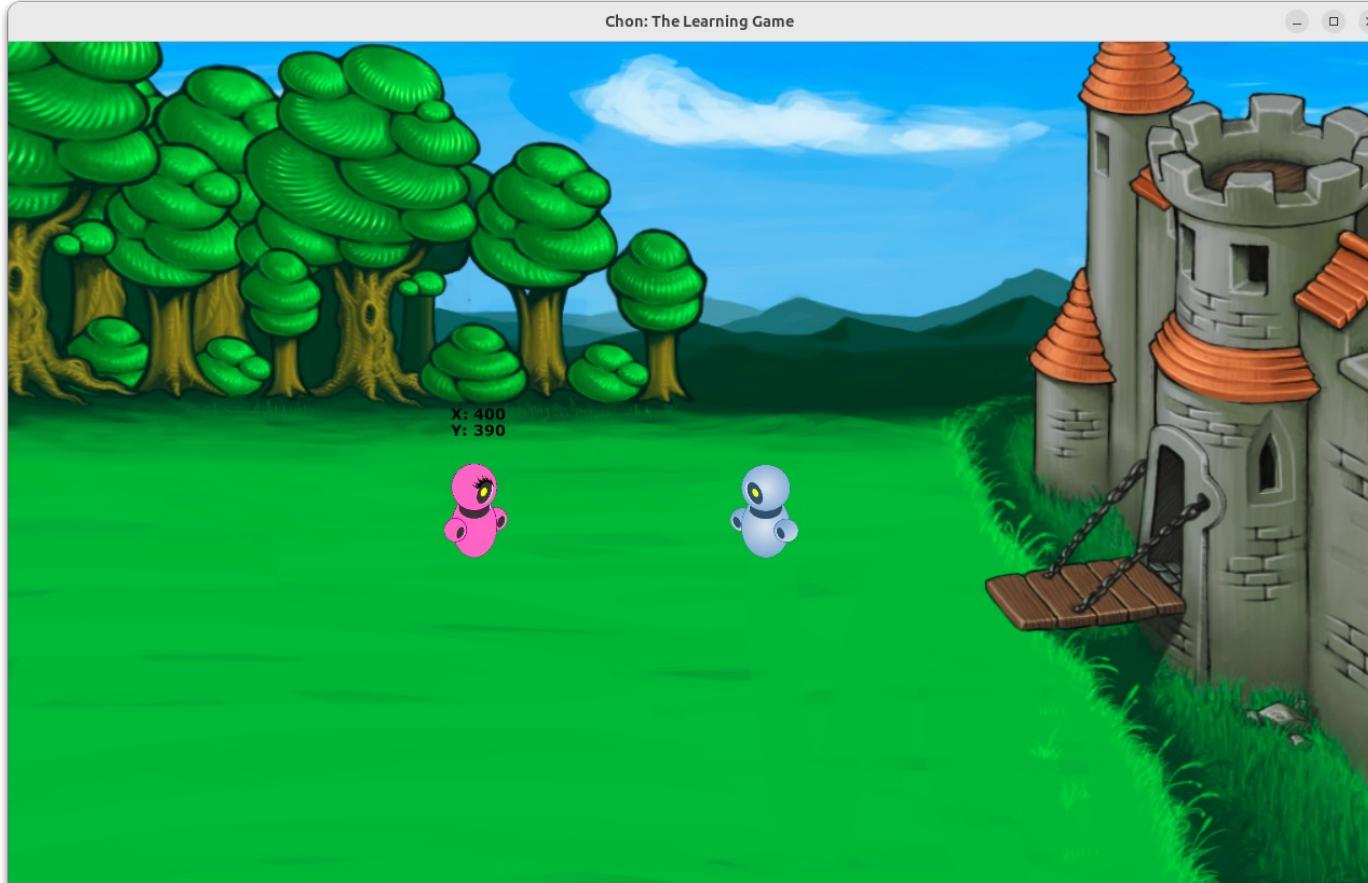
`isPaused = true`

Pausing the Game



`isPaused = true`

Pausing the Game

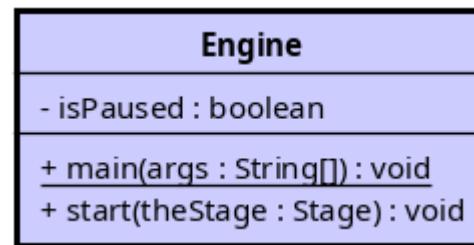


`isPaused = false`

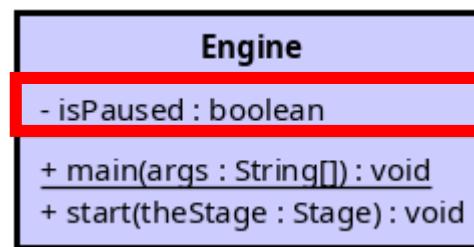
Branching the Game Loop

```
if (isPaused)
    game paused
    draw pause screen
else
    game dynamics
```

Class Engine: New Attribute



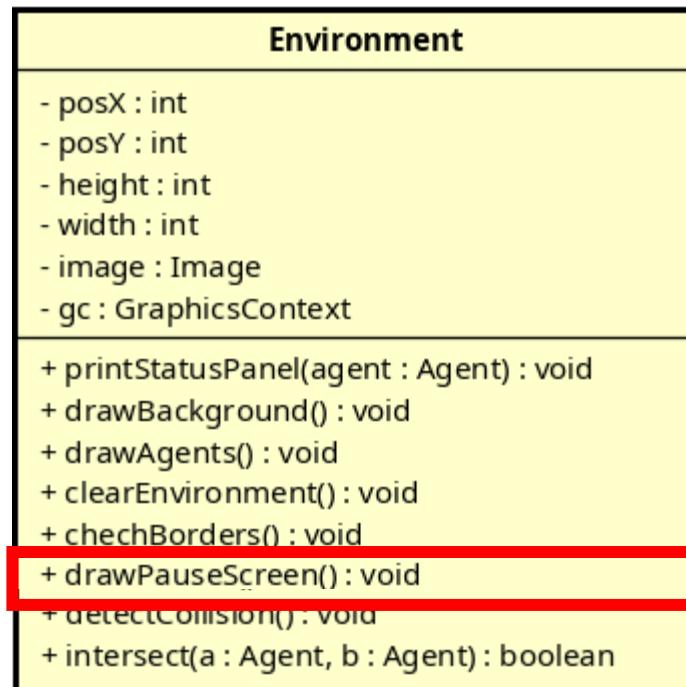
Class Engine: New Attribute



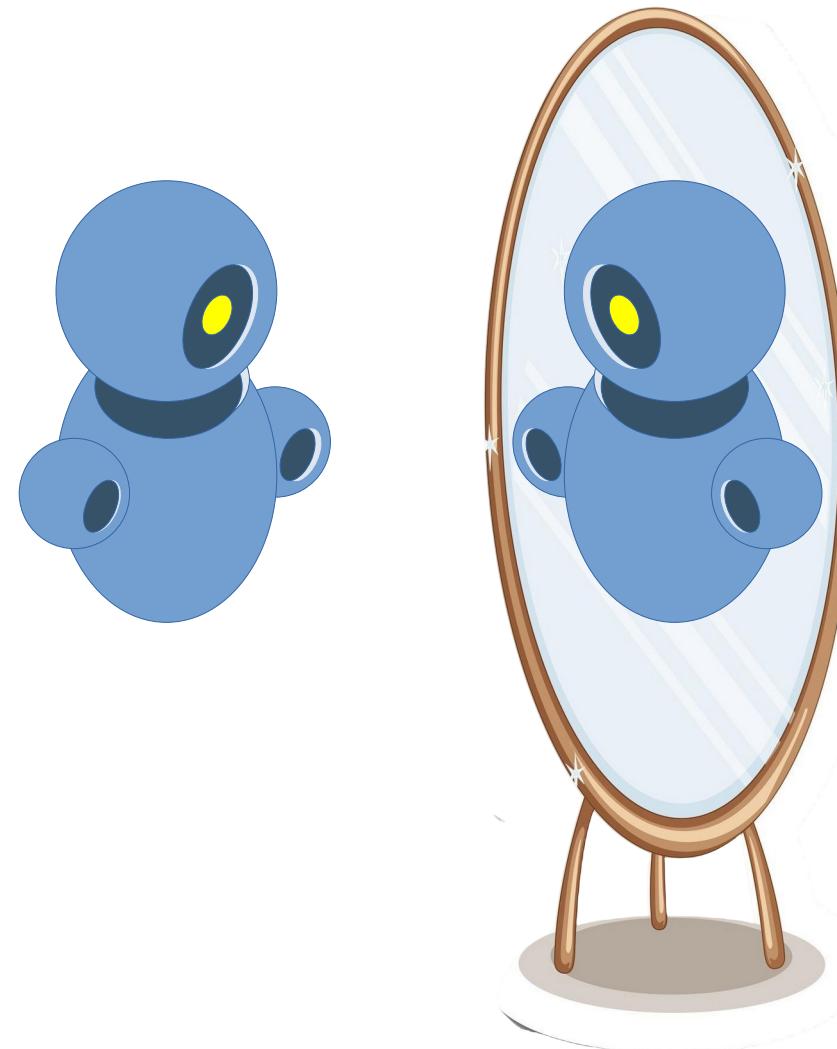
Class Environment: New Method

Environment
<ul style="list-style-type: none">- posX : int- posY : int- height : int- width : int- image : Image- gc : GraphicsContext
<ul style="list-style-type: none">+ printStatusPanel(agent : Agent) : void+ drawBackground() : void+ drawAgents() : void+ clearEnvironment() : void+ chechBorders() : void+ drawPauseScreen() : void+ detectCollision() : void+ intersect(a : Agent, b : Agent) : boolean

Class Environment: New Method



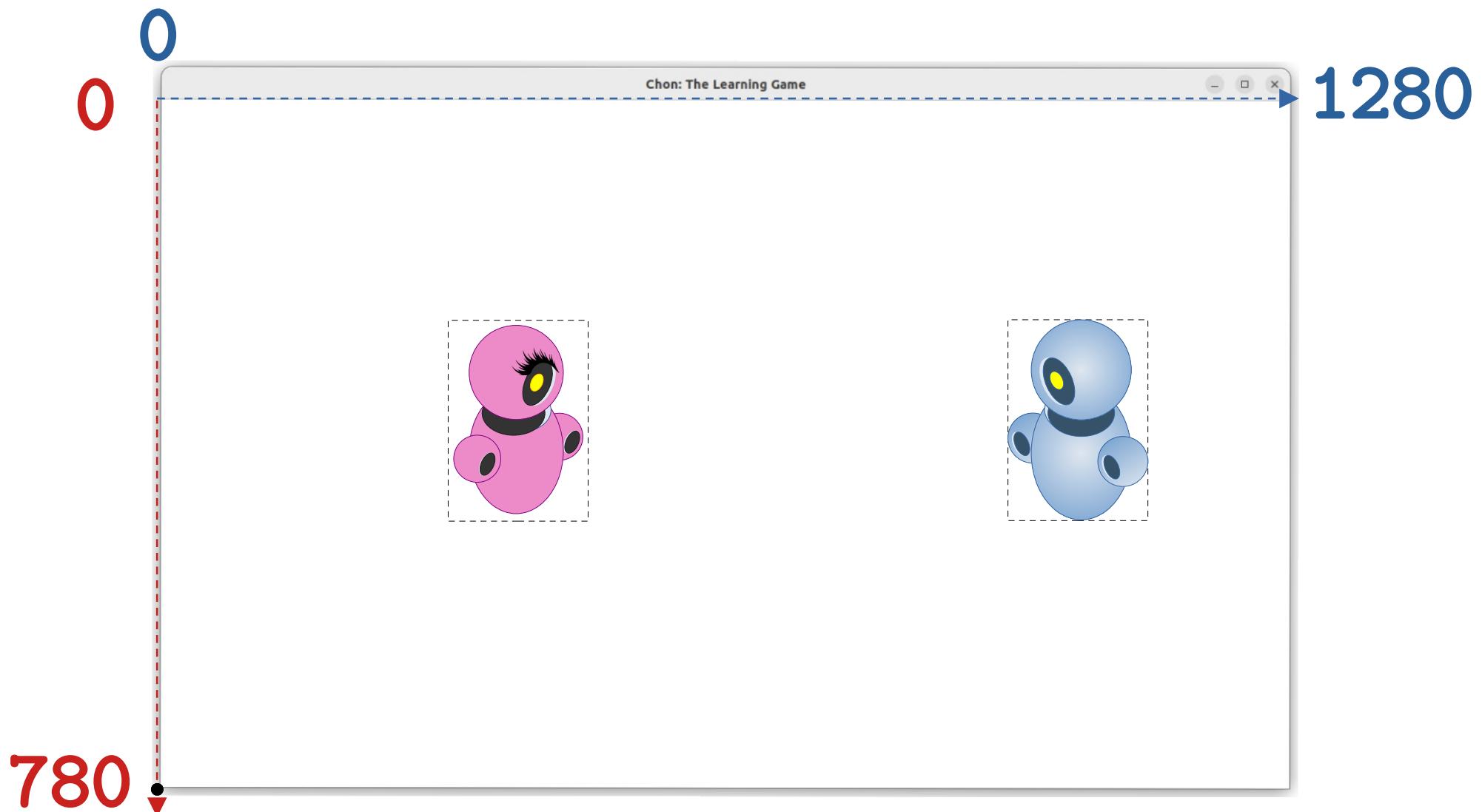
FLIP IMAGE



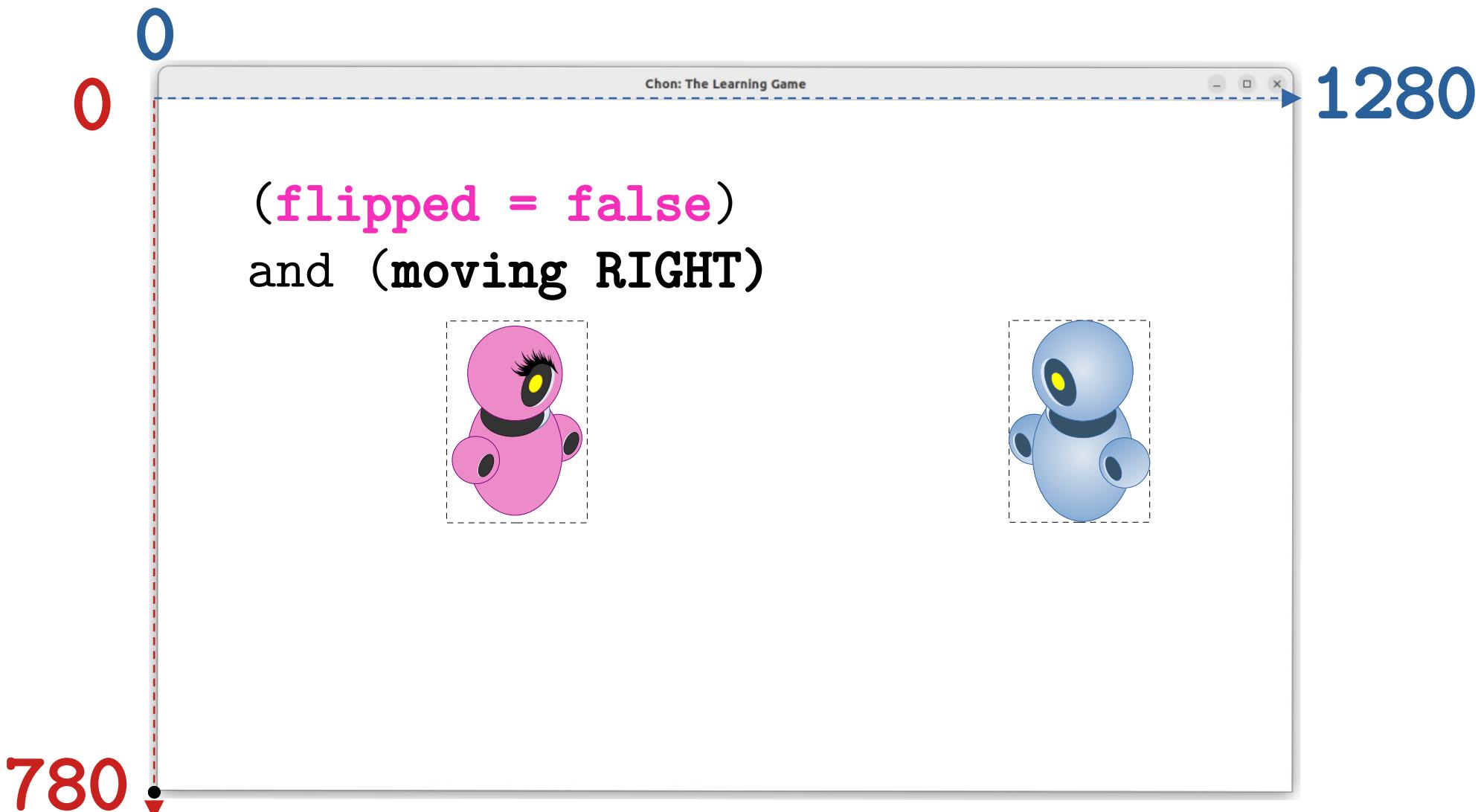
Flipped Image

A **flipped** image is a **mirrored** or **reversed** image along the horizontal axis.

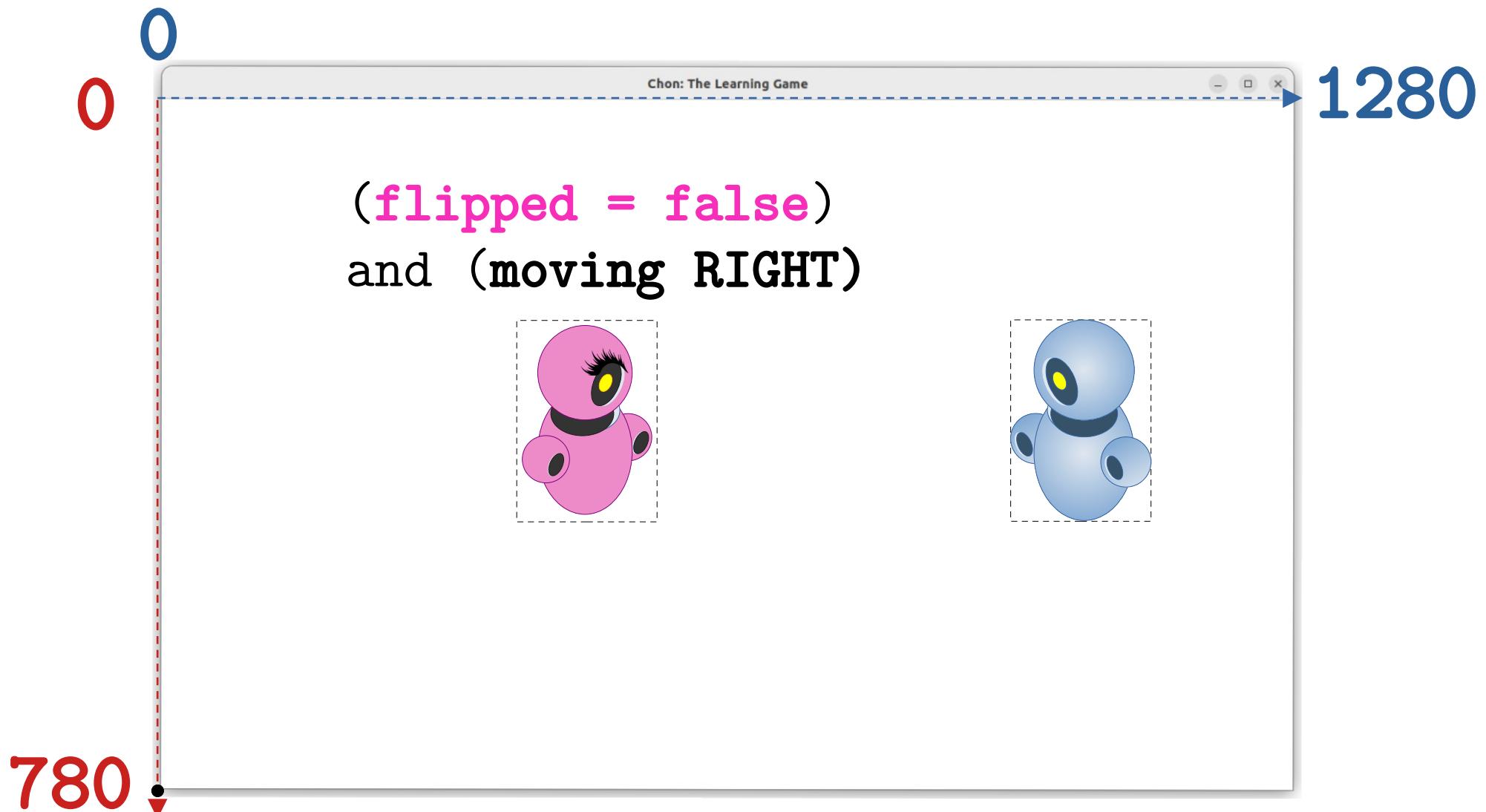
The Initial Position of an Image



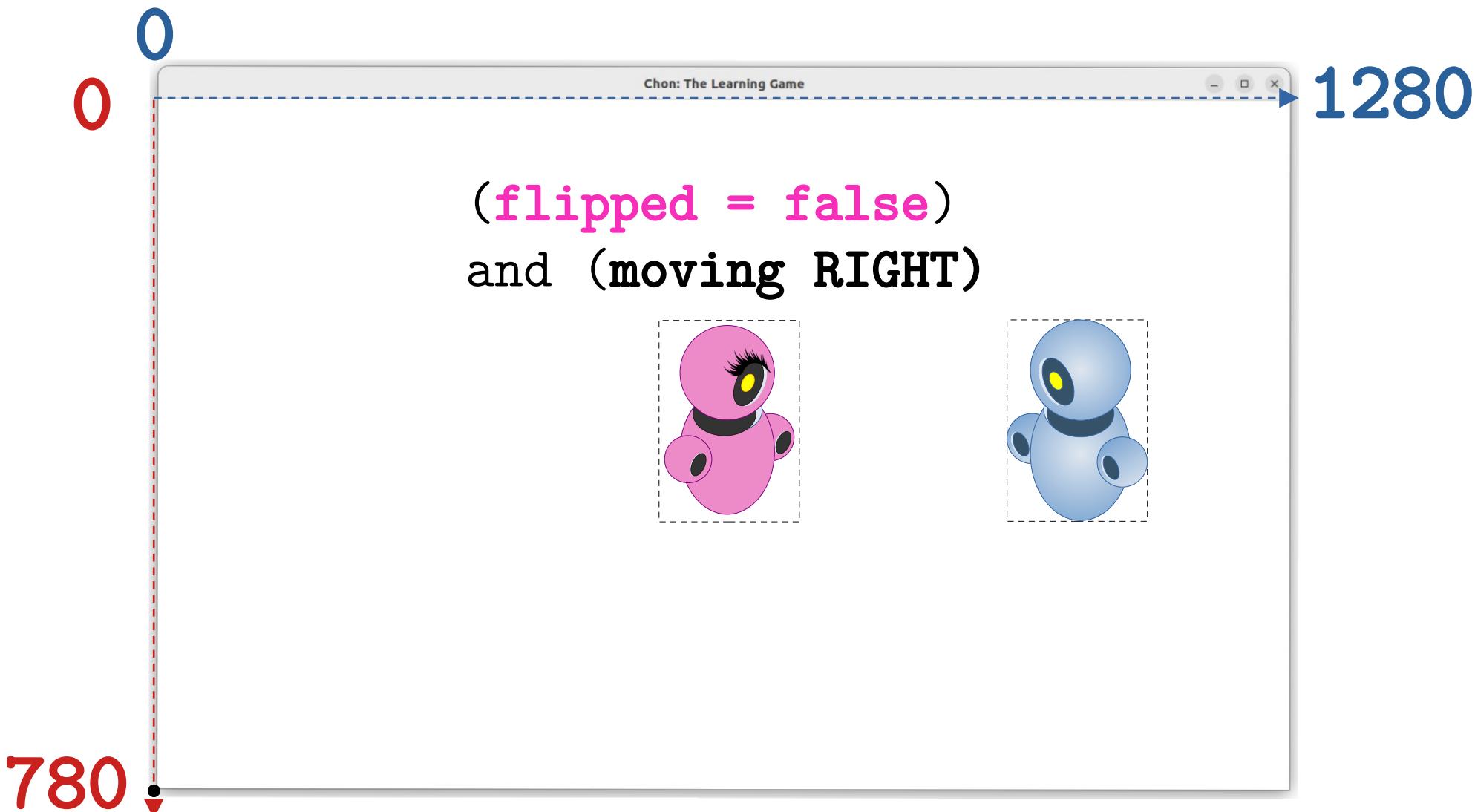
Moving Right: Case 1



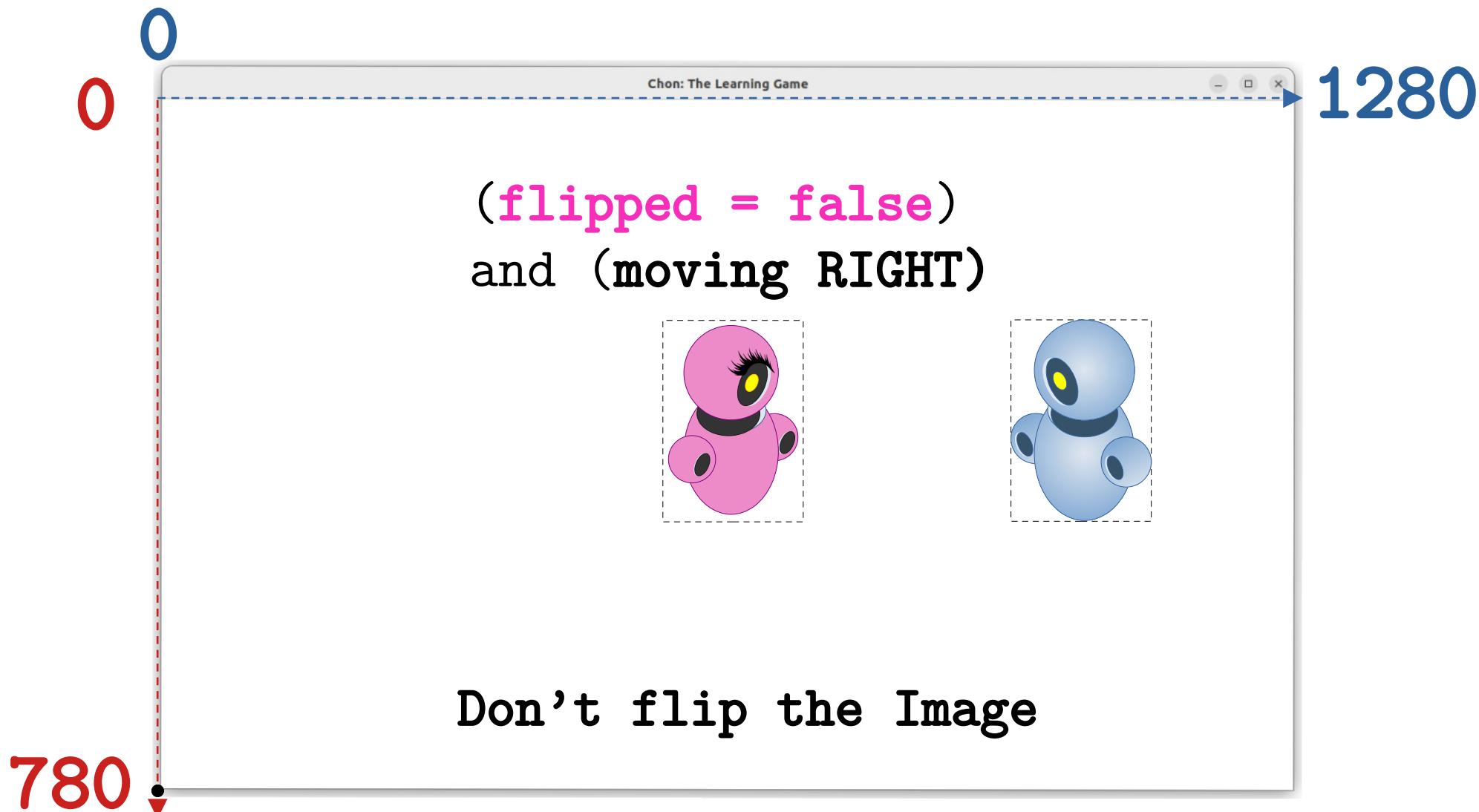
Moving Right: Case 1



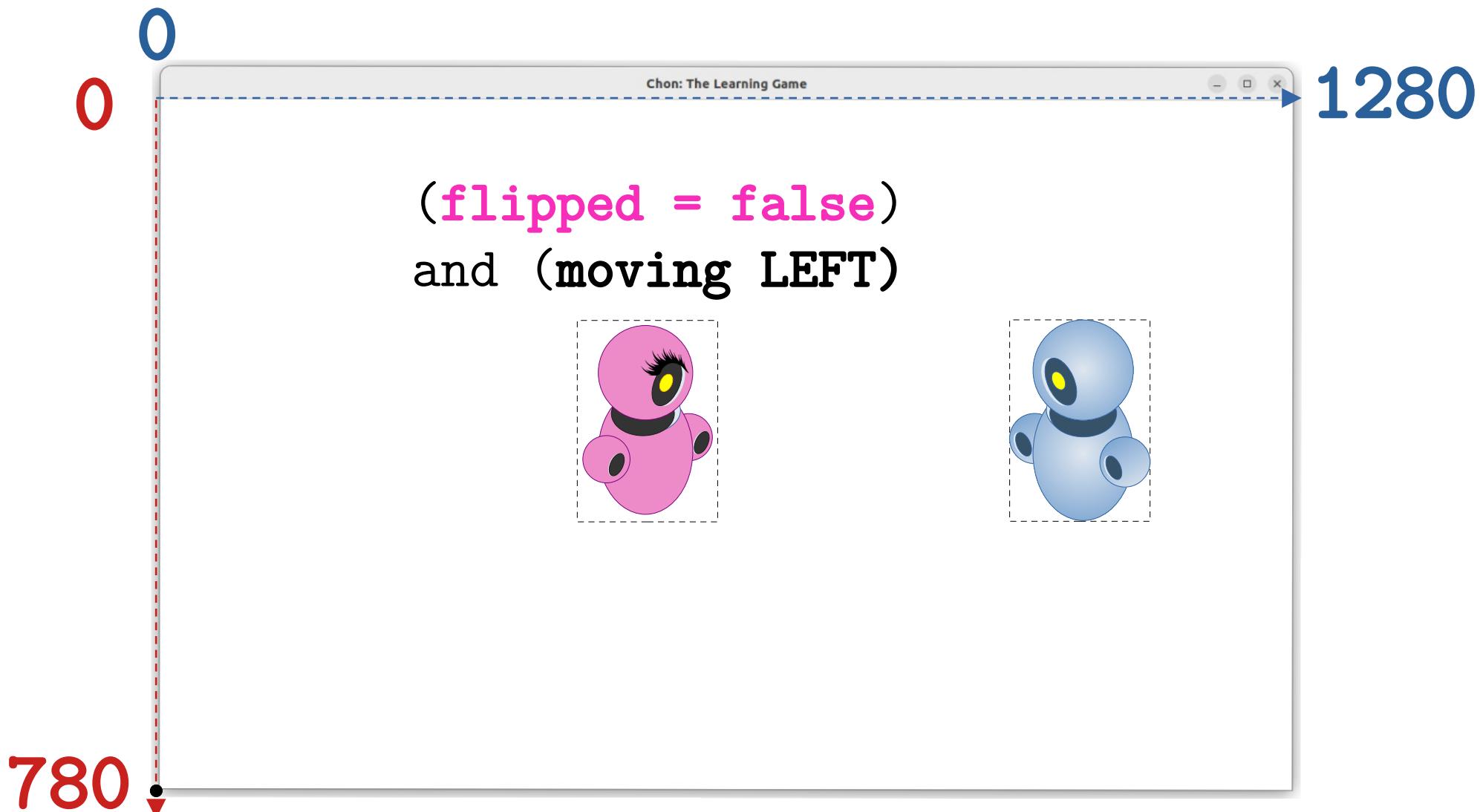
Moving Right: Case 1



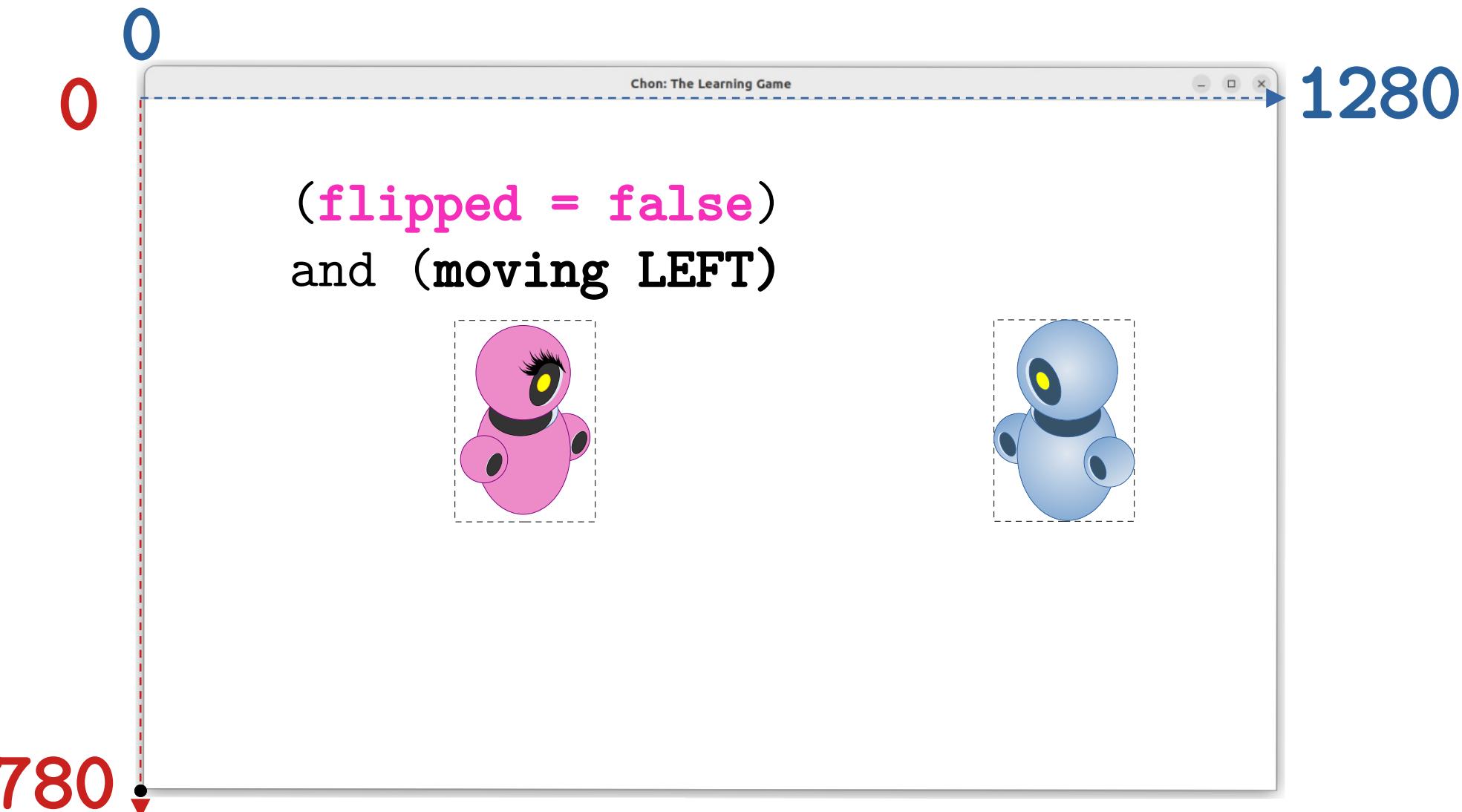
Moving Right: Case 1



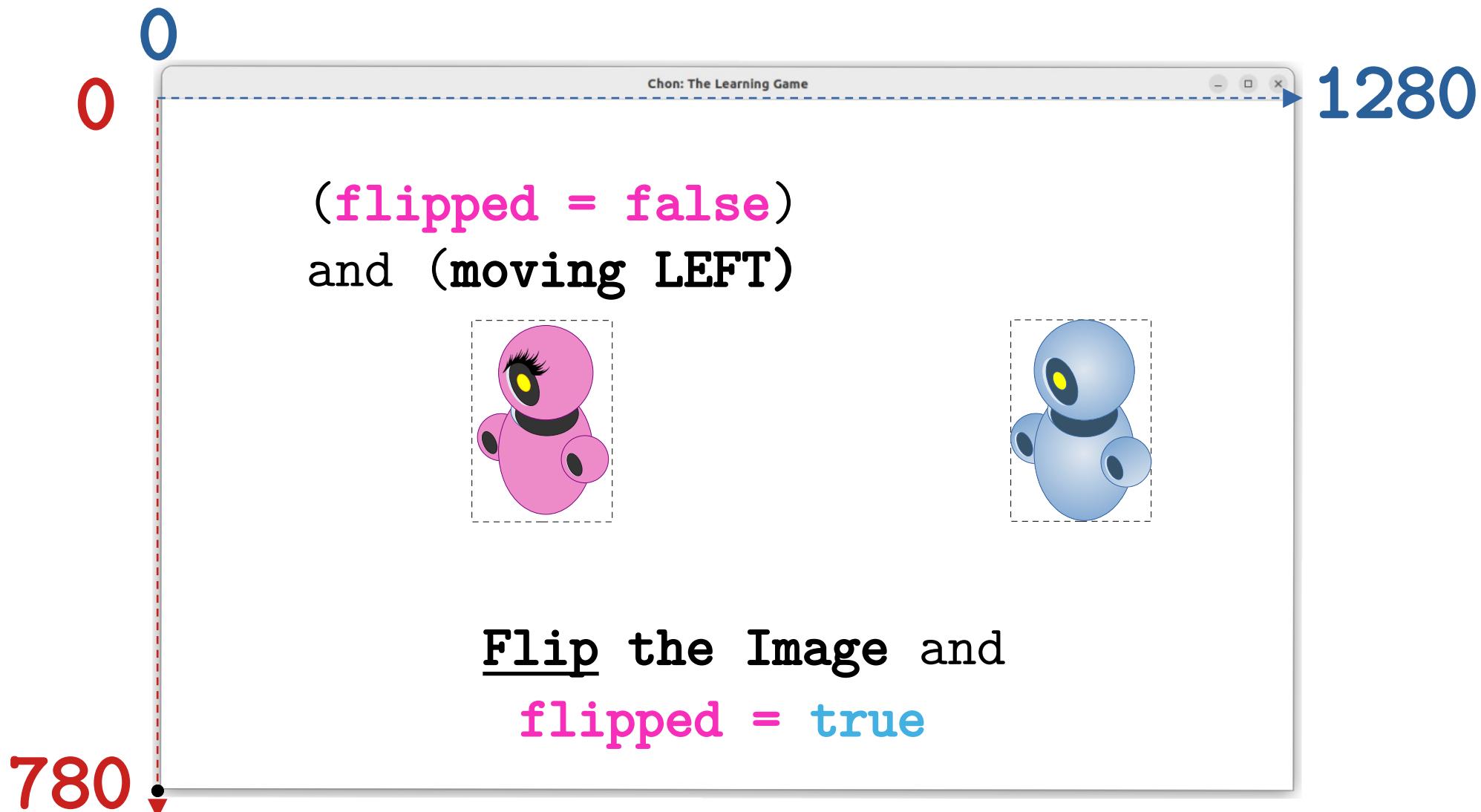
Moving Left: Case 2



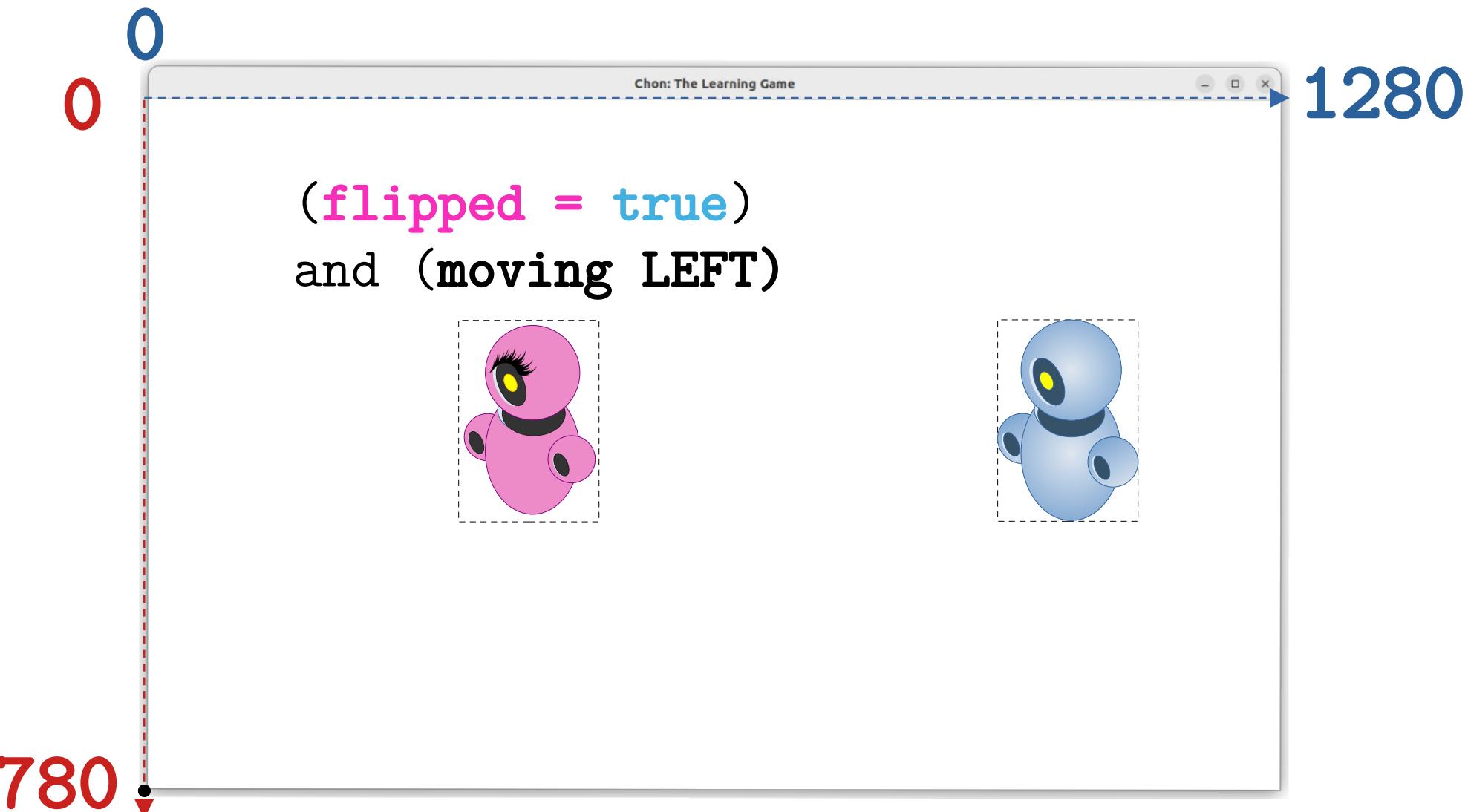
Moving Left: Case 2



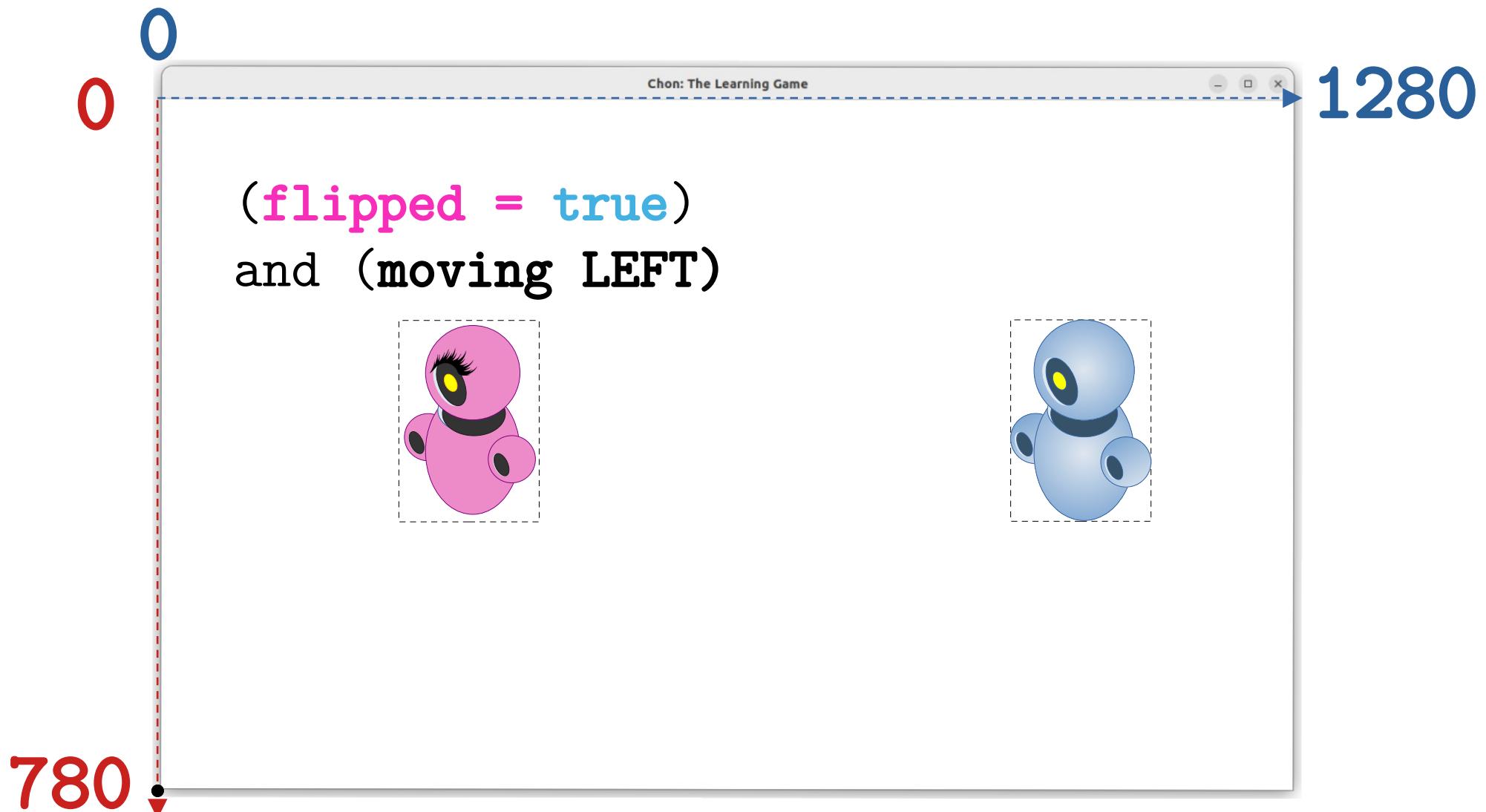
Moving Left: Case 2



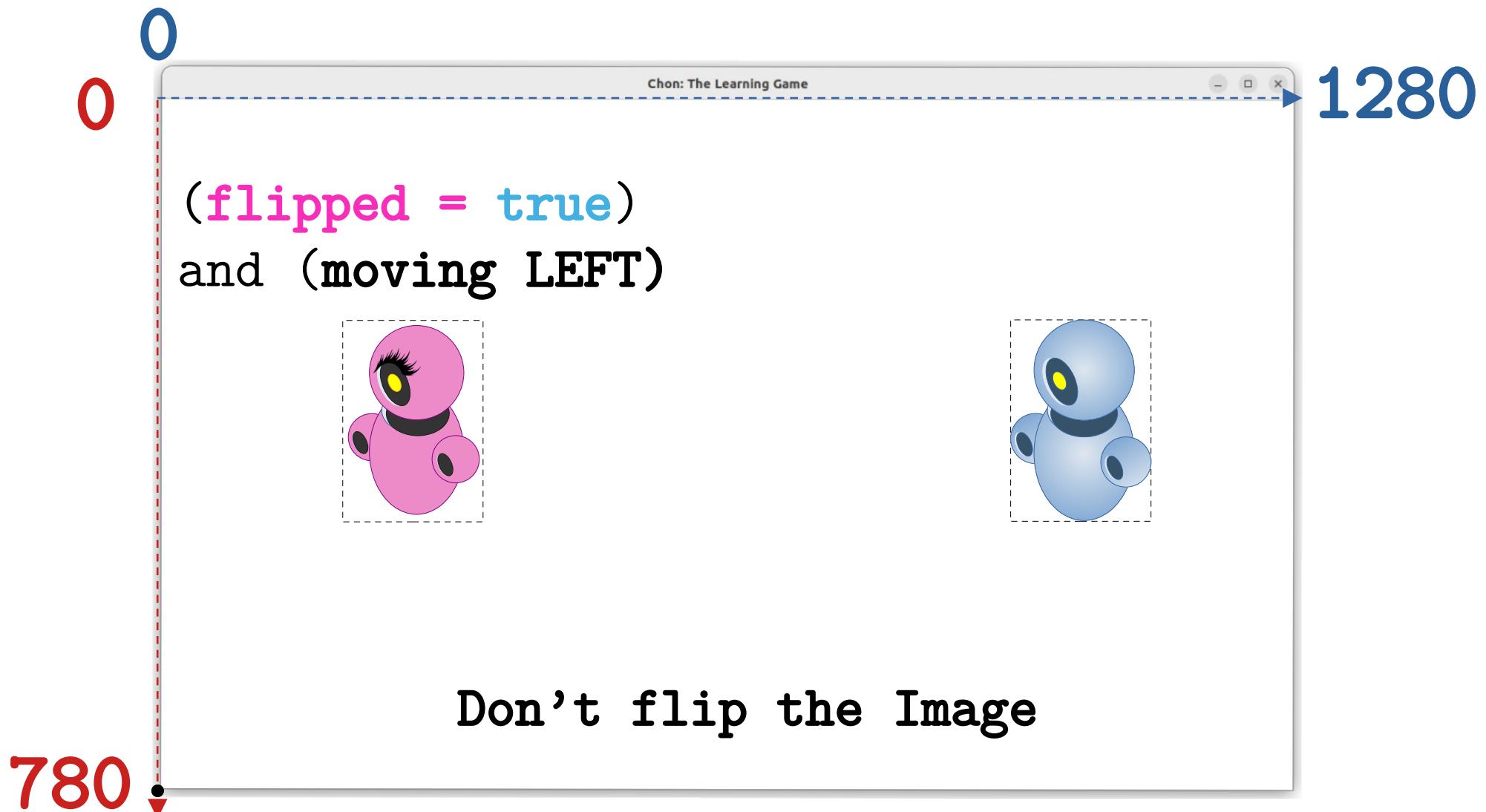
Moving Left: Case 3



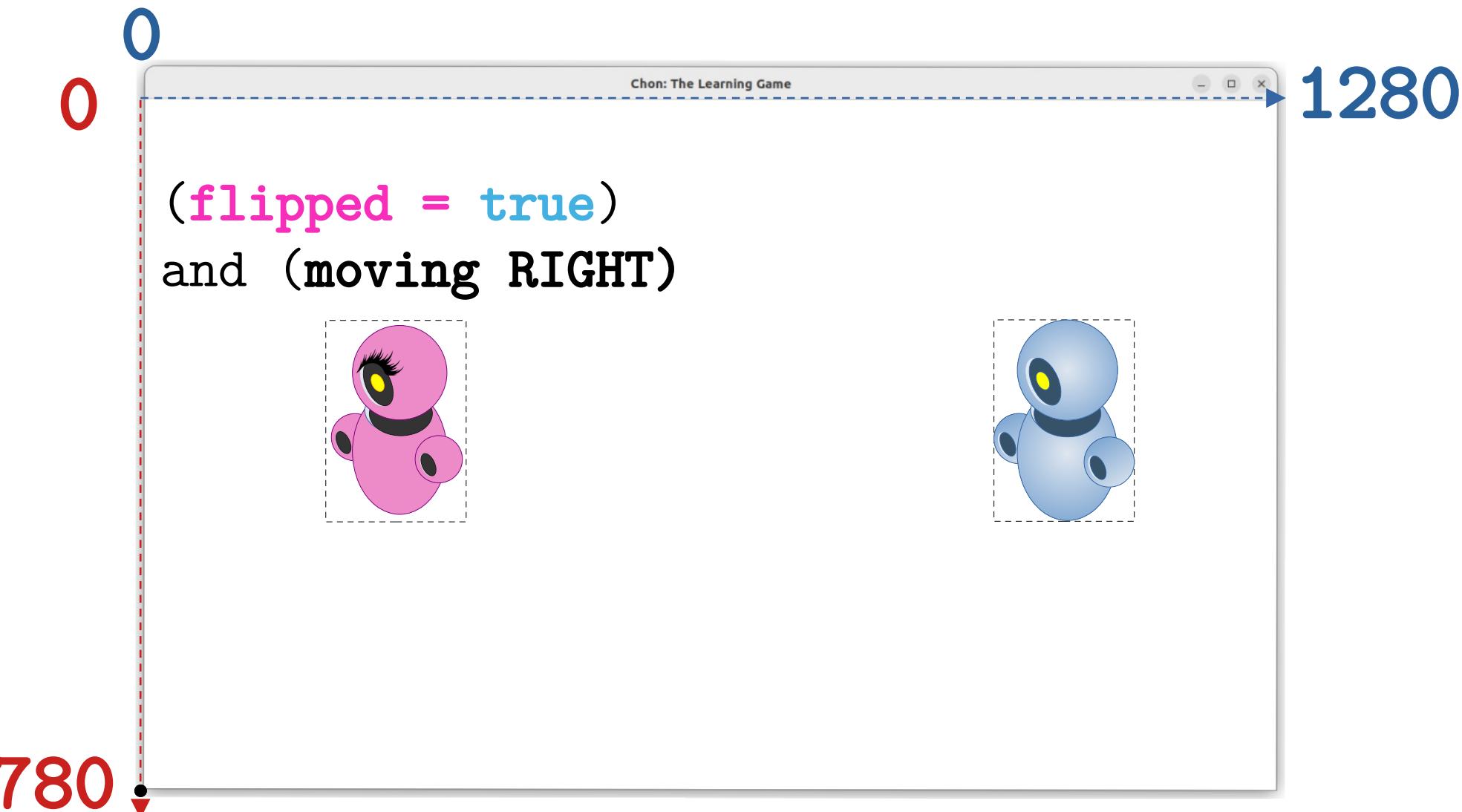
Moving Left: Case 3



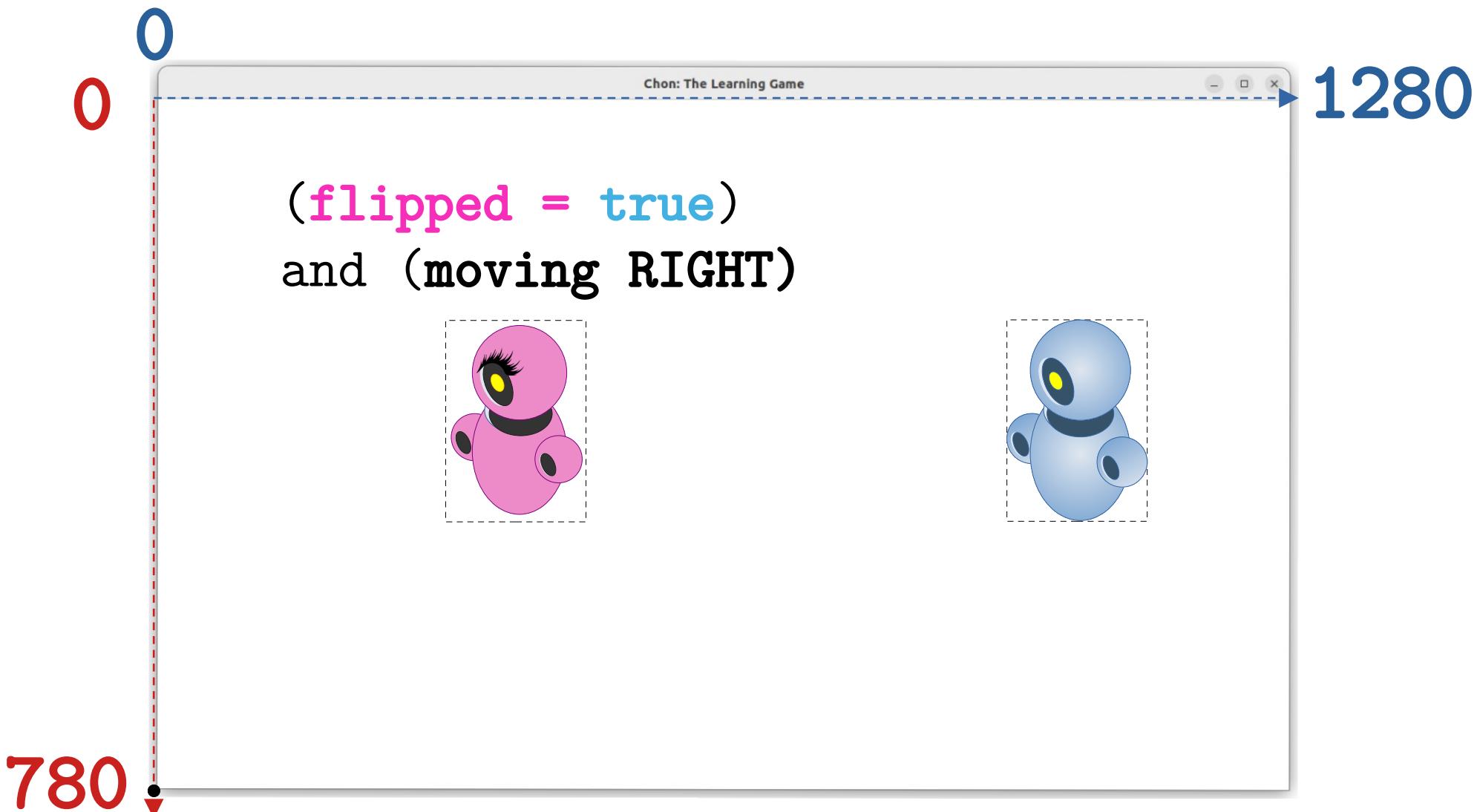
Moving Left: Case 3



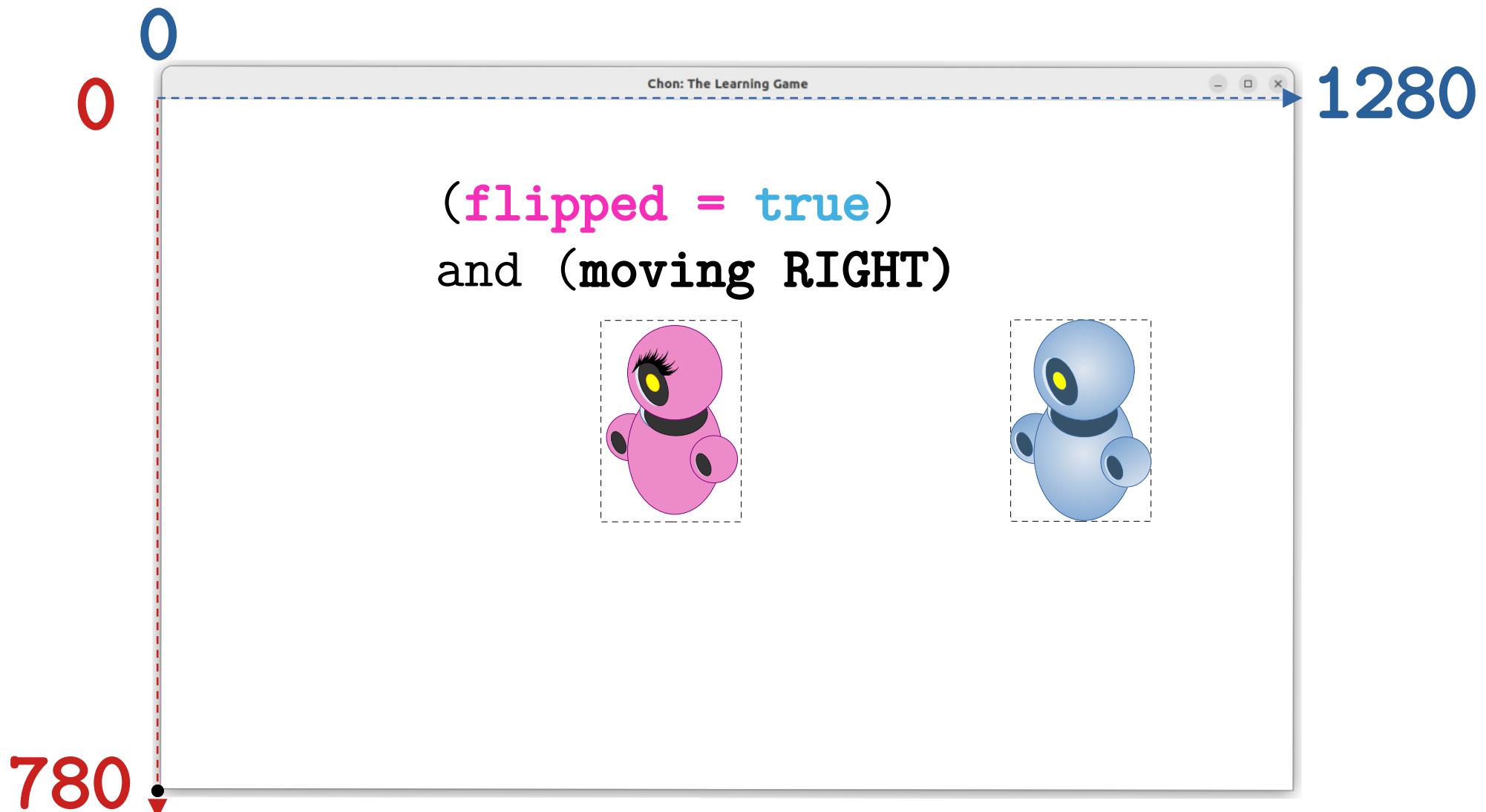
Moving Left: Case 4



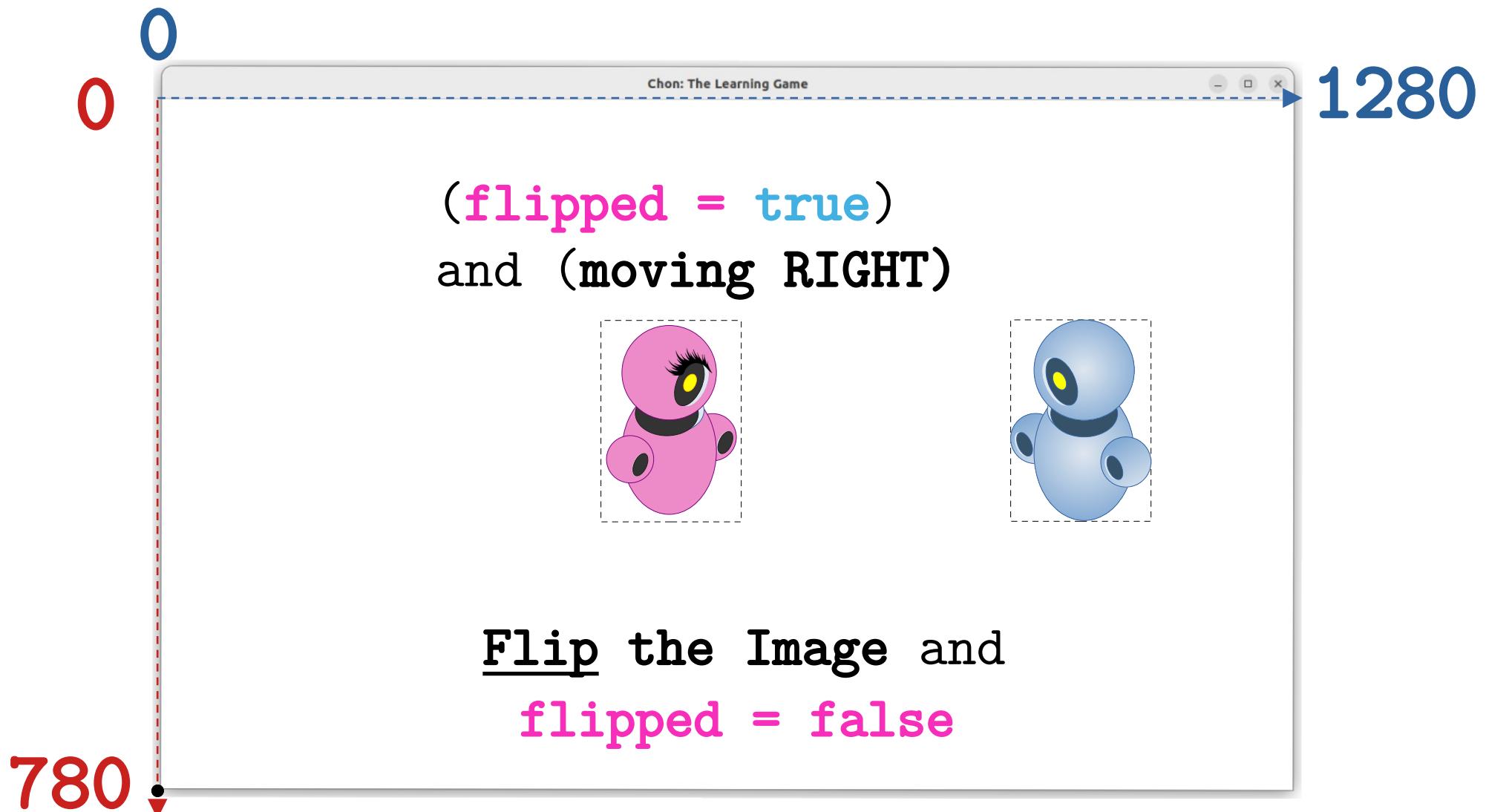
Moving Left: Case 4



Moving Left: Case 4



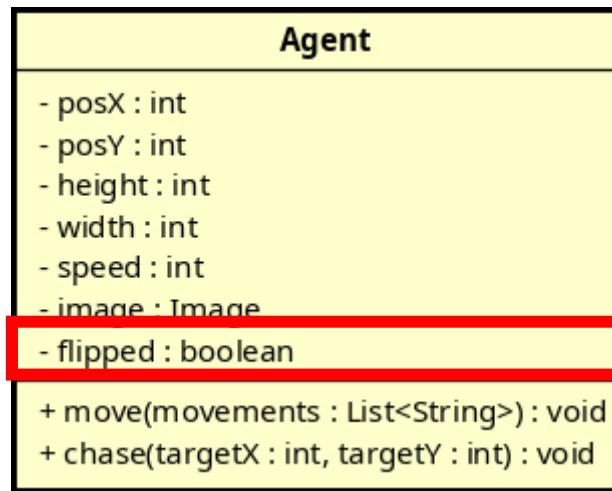
Moving Left: Case 4



Class Agent: New Attribute

Agent
- posX : int
- posY : int
- height : int
- width : int
- speed : int
- image : Image
- flipped : boolean
+ move(movements : List<String>) : void
+ chase(targetX : int, targetY : int) : void

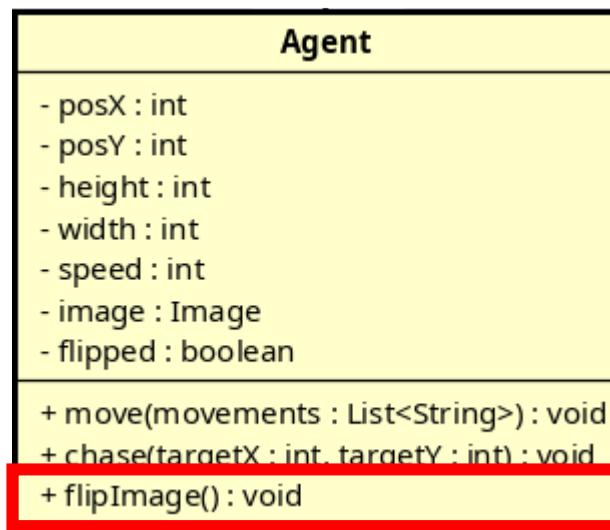
Class Agent: New Attribute



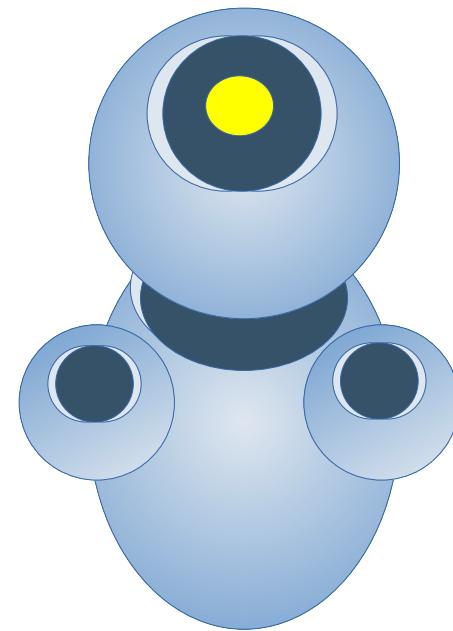
Class Agent: New Method

Agent	
- posX : int	
- posY : int	
- height : int	
- width : int	
- speed : int	
- image : Image	
- flipped : boolean	
+ move(movements : List<String>) : void	
+ chase(targetX : int, targetY : int) : void	
+ flipImage() : void	

Class Agent: New Method



LIFE BAR



The Life Bar



The Life Bar: Height



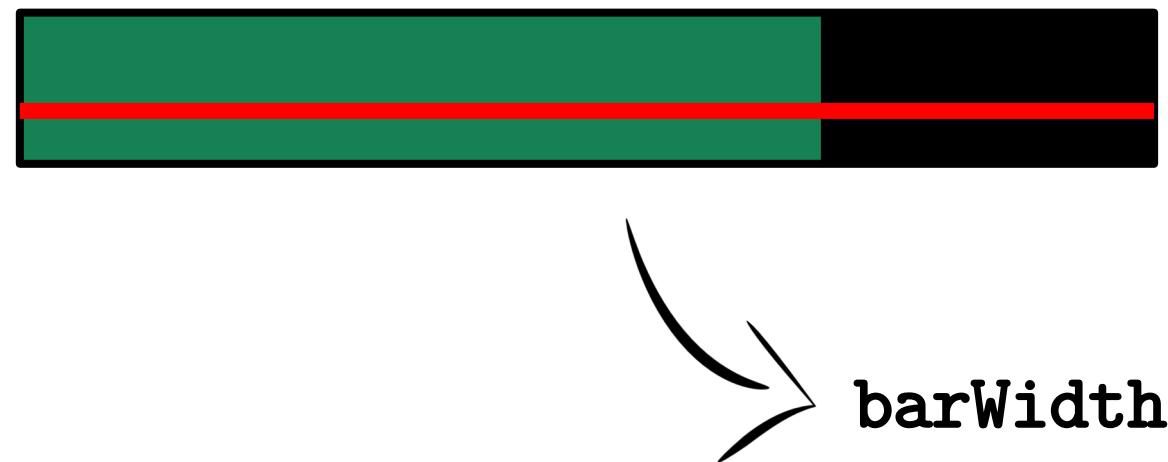
The Life Bar: Height



The Life Bar: Width



The Life Bar: Width

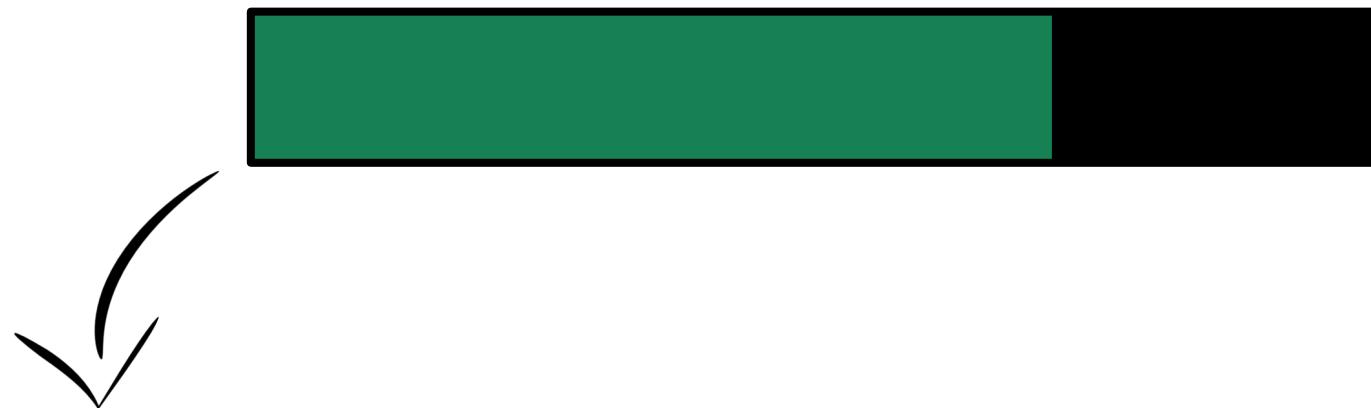


The Life Bar: Width



barWidth = agent's width

The Life Bar: Border Thickness



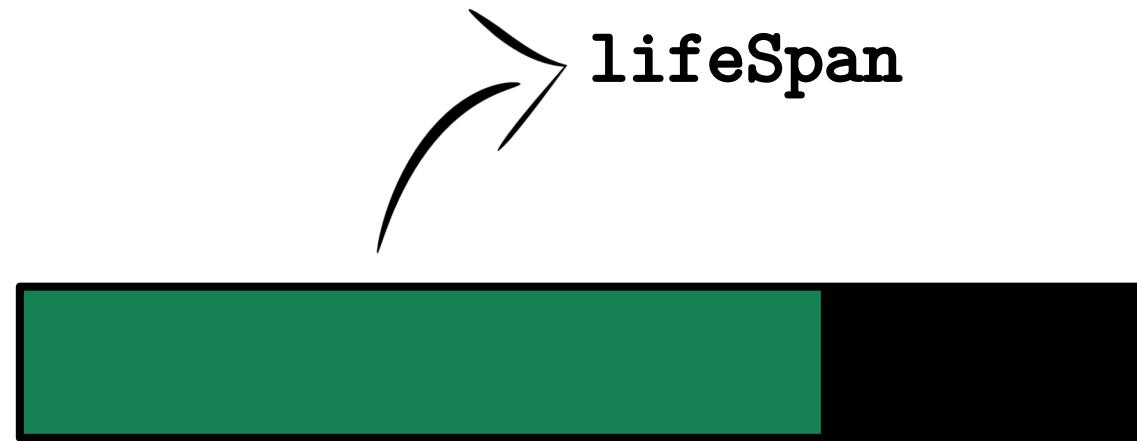
`borderThickness`

The Life Bar: Border Thickness

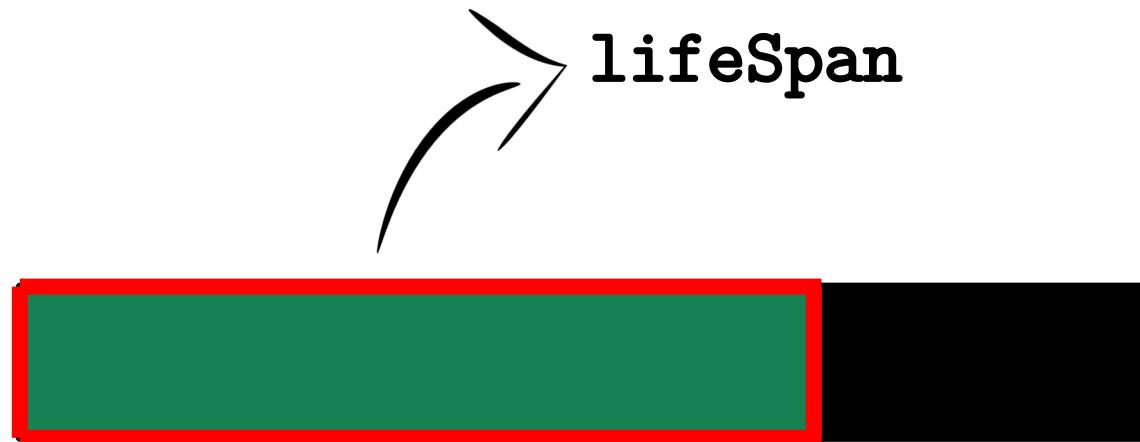


`borderThickness`

The Life Bar: Life Span



The Life Bar: Life Span



The Life Bar: Life Span



The Life Bar: Life Span



life percentage = actual health / maximum health

The Life Bar: Life Span



`life percentage = actual health / maximum health`

`life span = (life percentage * agent's width) / 100`

The Life Bar: Life Span



life percentage = actual health / maximum health

$$80 / 100 = 0,8$$

life span = (life percentage * agent's width) / 100

The Life Bar: Life Span



life percentage = actual health / maximum health

$$80 / 100 = 0,8$$

life span = (life percentage * agent's width) / 100

$$0,8 * 65 = 52$$

The Life Bar: Life Span



life percentage = actual health / maximum health

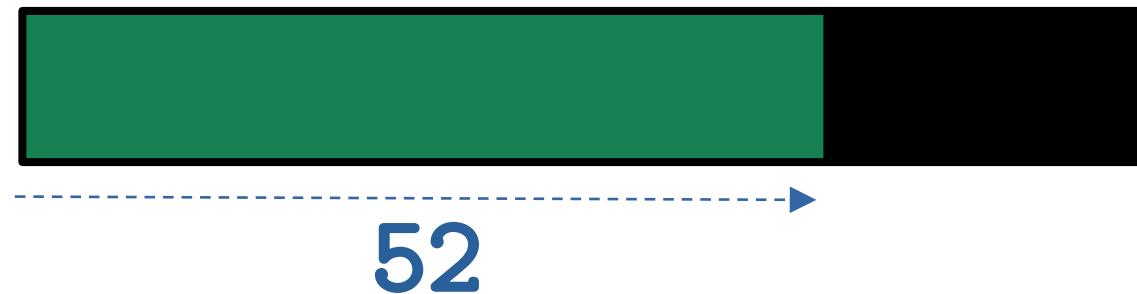
$$80 / 100 = 0,8$$

life span = (life percentage * agent's width) / 100

$$0,8 * 65 = 52$$

52

The Life Bar: Life Span



life percentage = actual health / maximum health

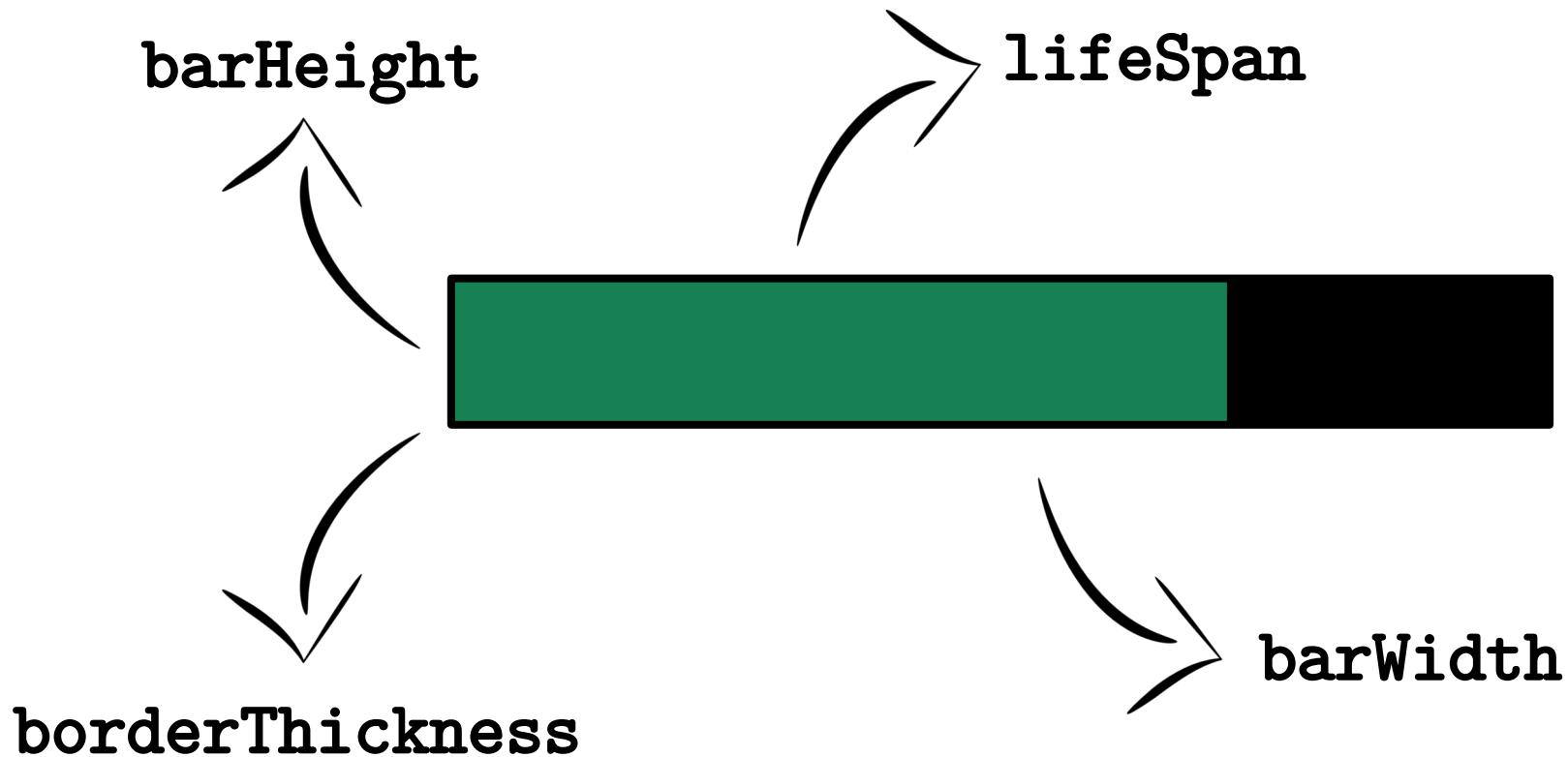
$$80 / 100 = 0,8$$

life span = (life percentage * agent's width) / 100

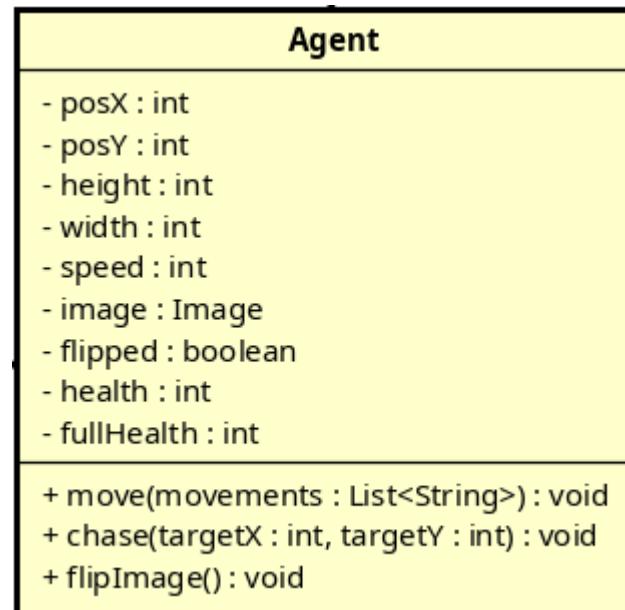
$$0,8 * 65 = 52$$

52

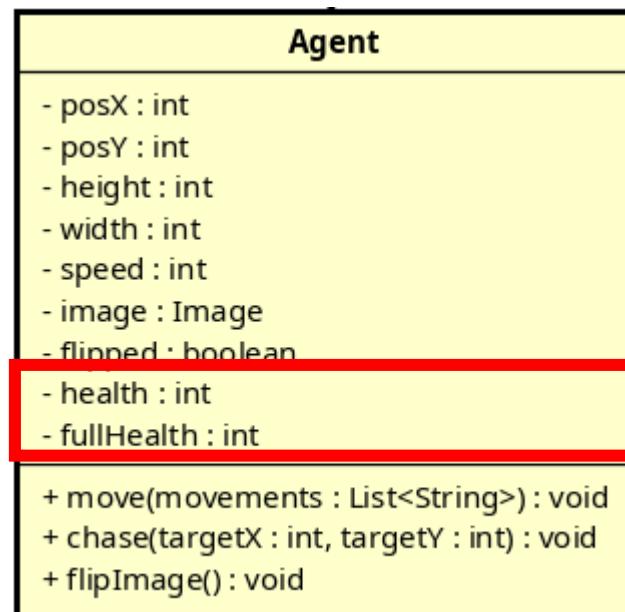
The Life Bar



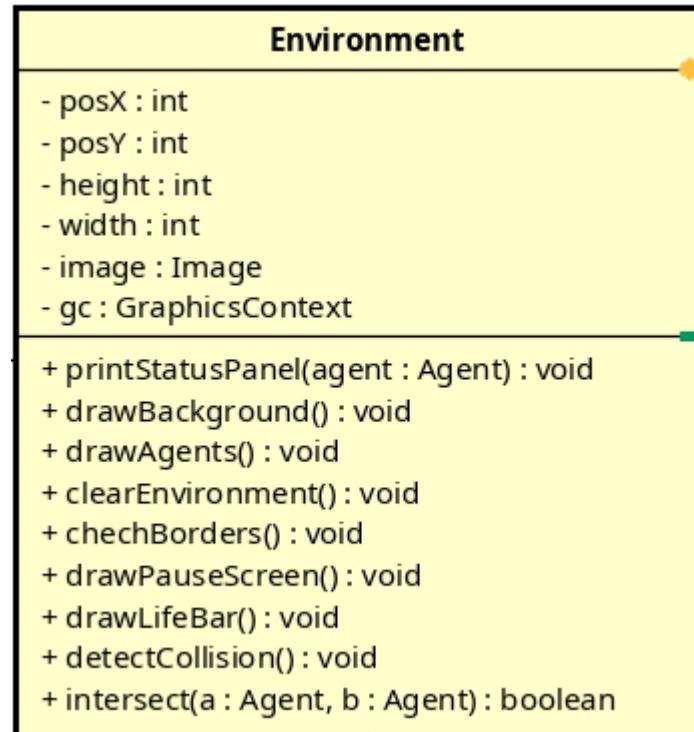
Class Agent: New Attributes



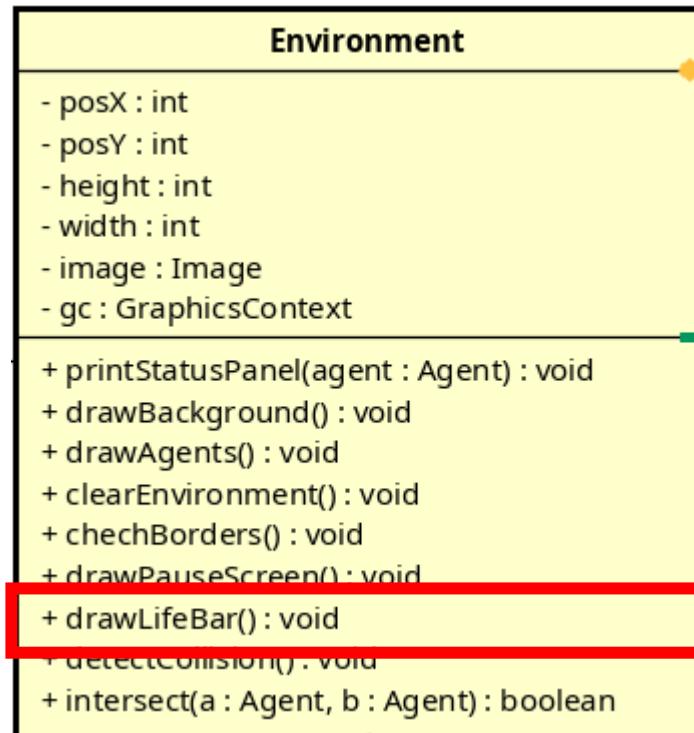
Class Agent: New Attributes



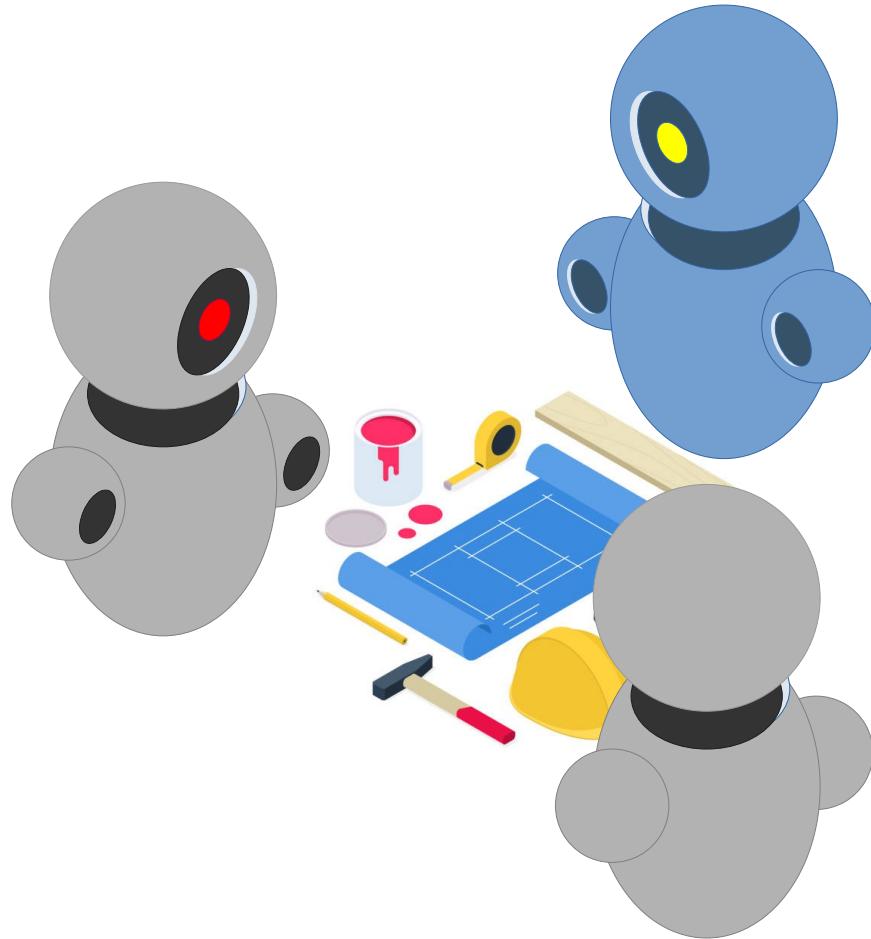
Class Environment: New Method



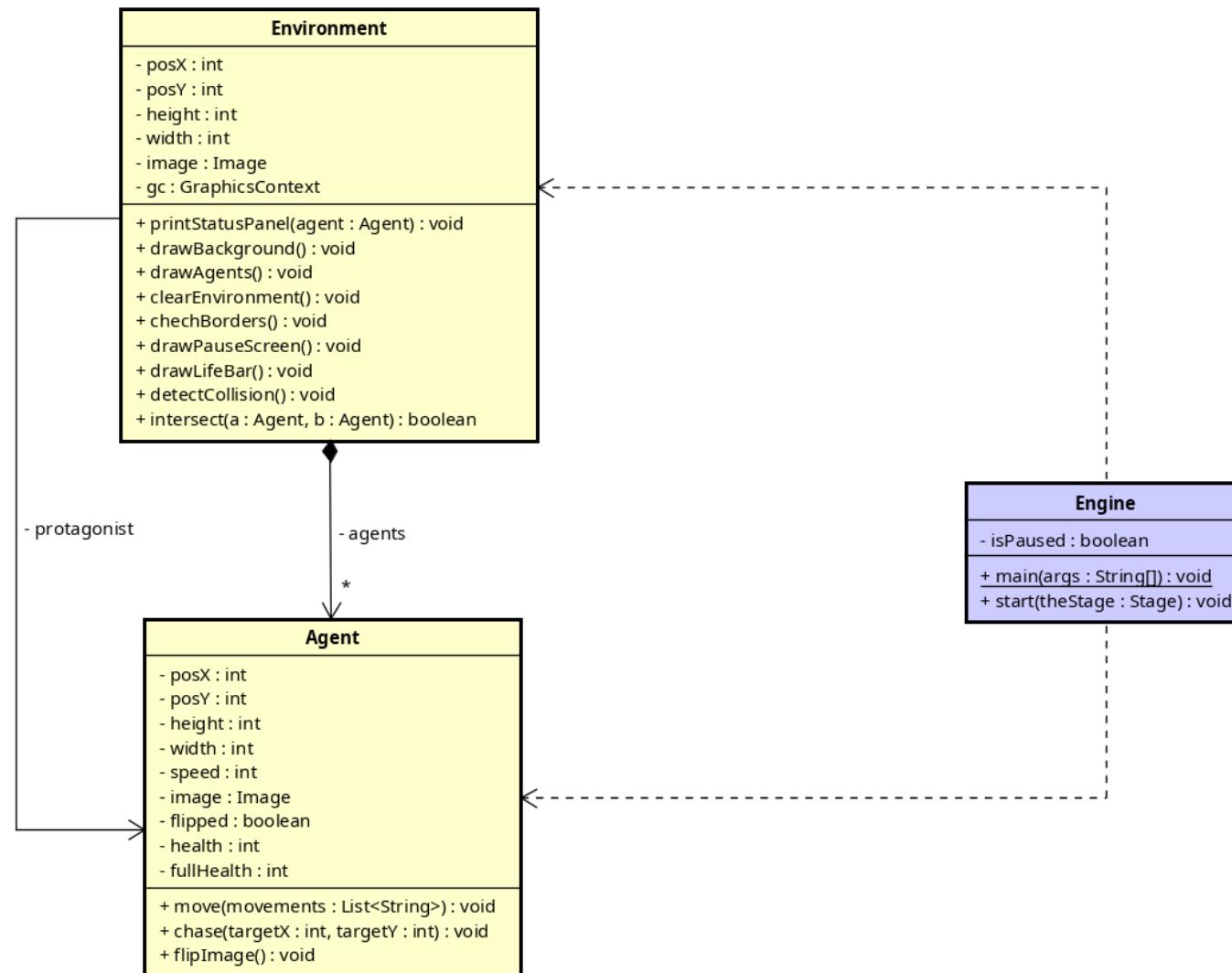
Class Environment: New Method



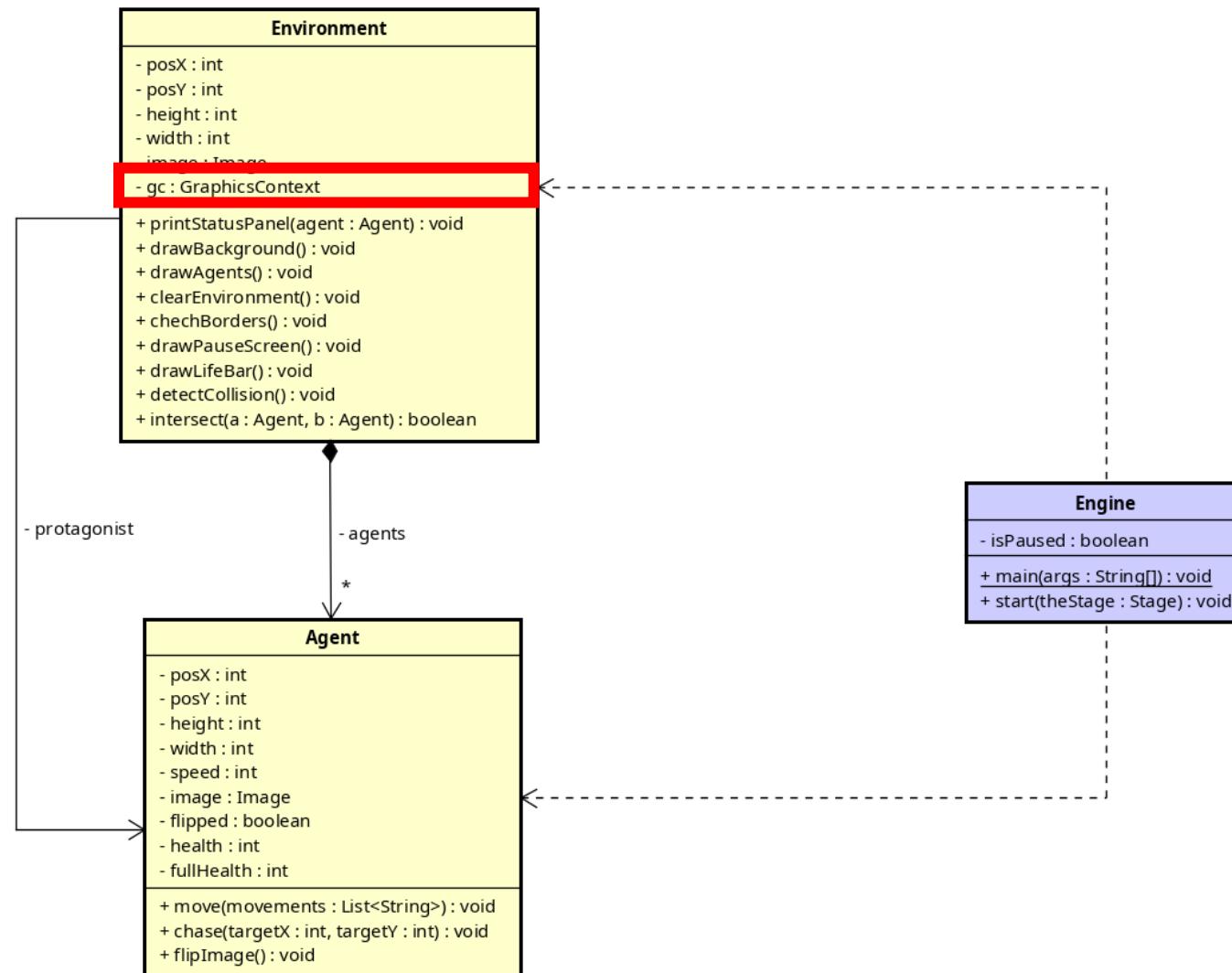
RENDERING THE GAME: THE MEDIATOR PATTERN



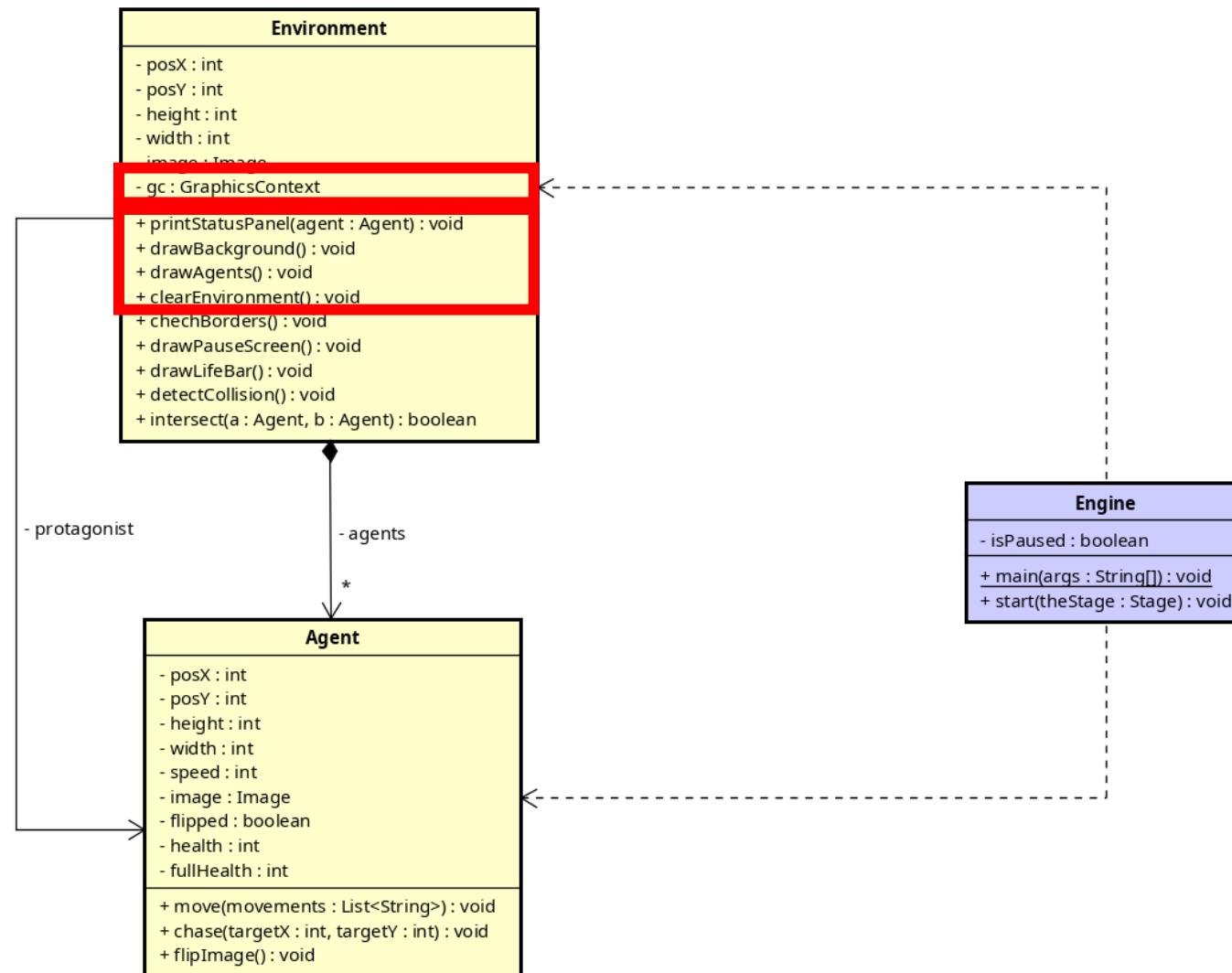
The Class Diagram



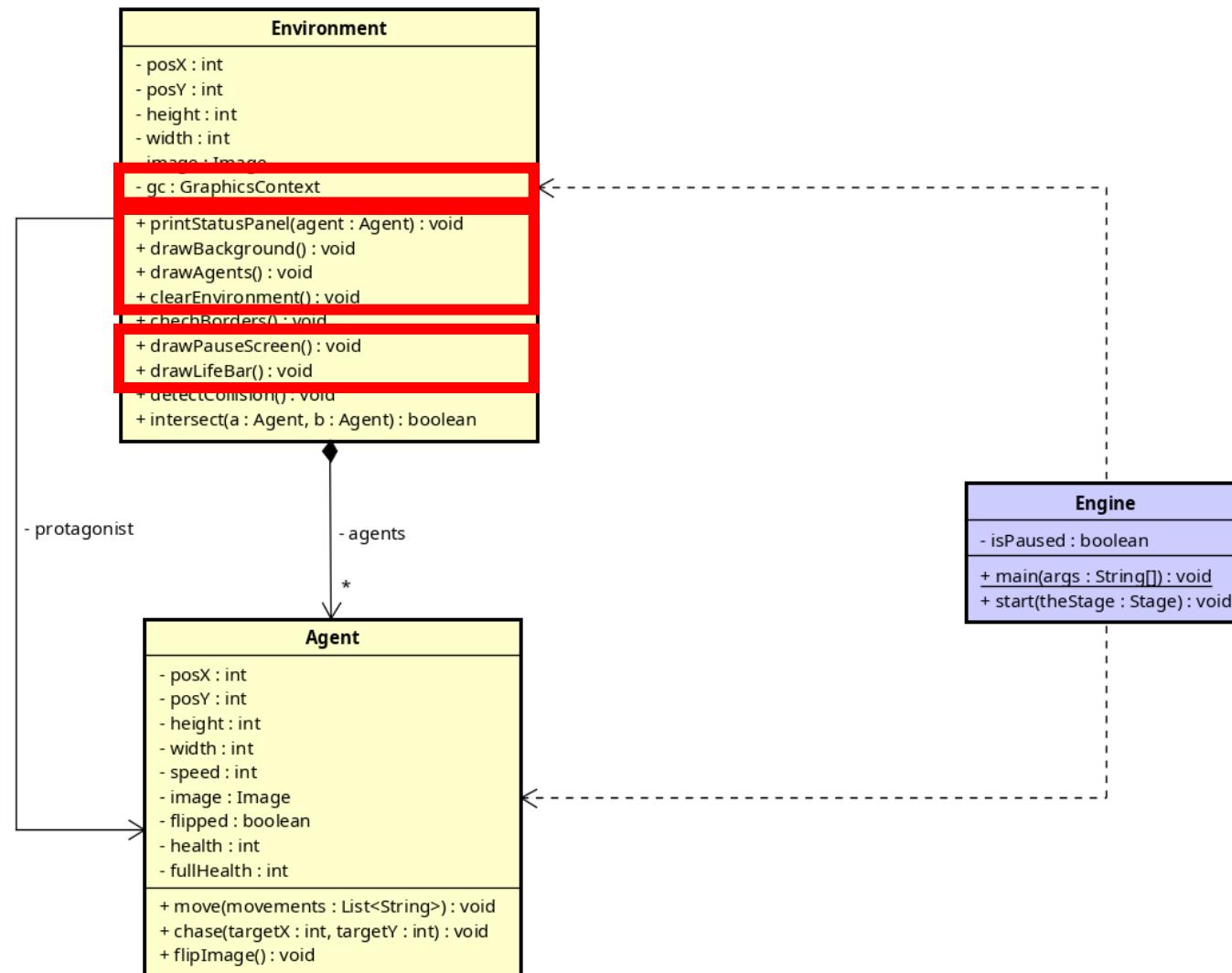
The Class Diagram



The Class Diagram

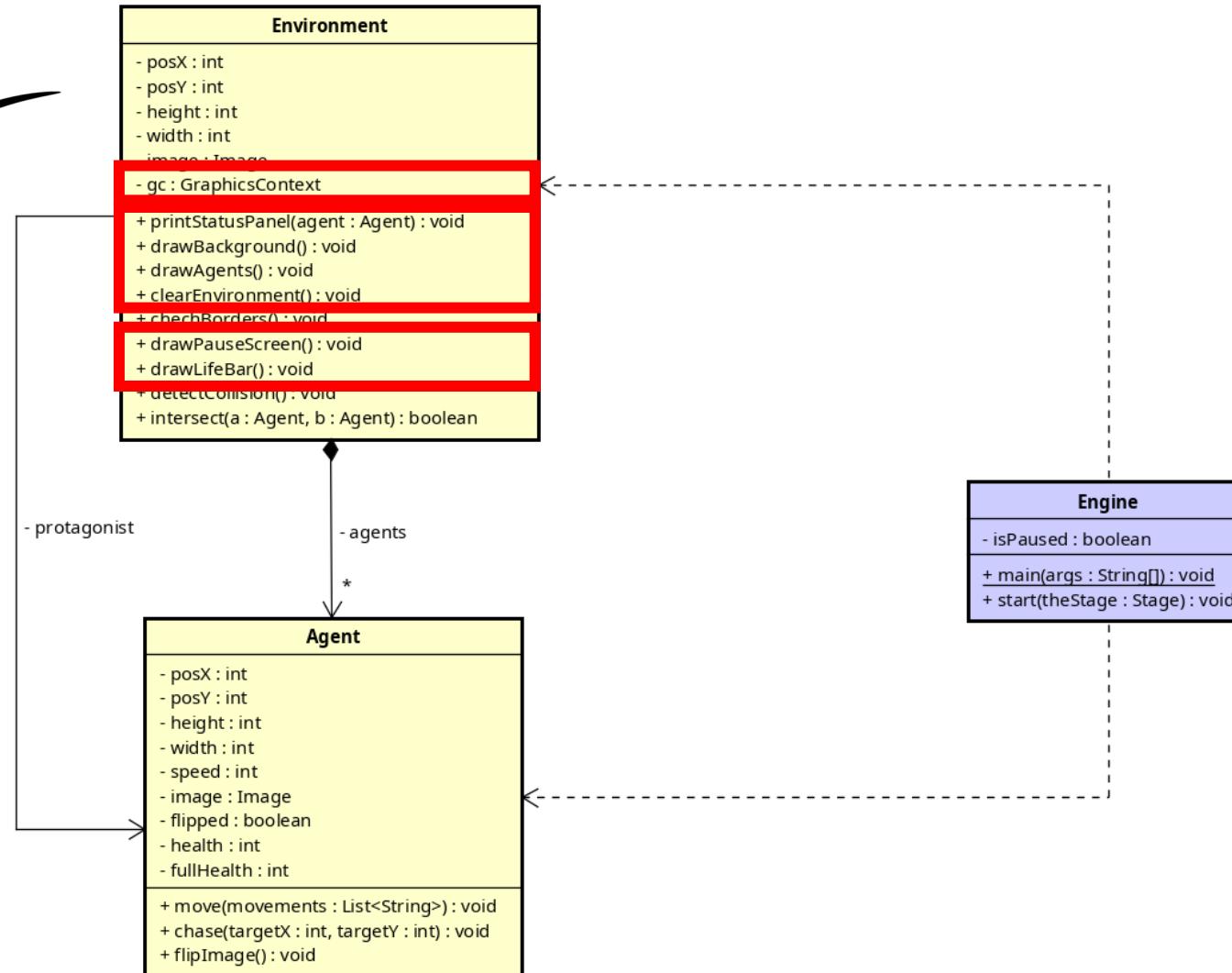


The Class Diagram



The Class Diagram

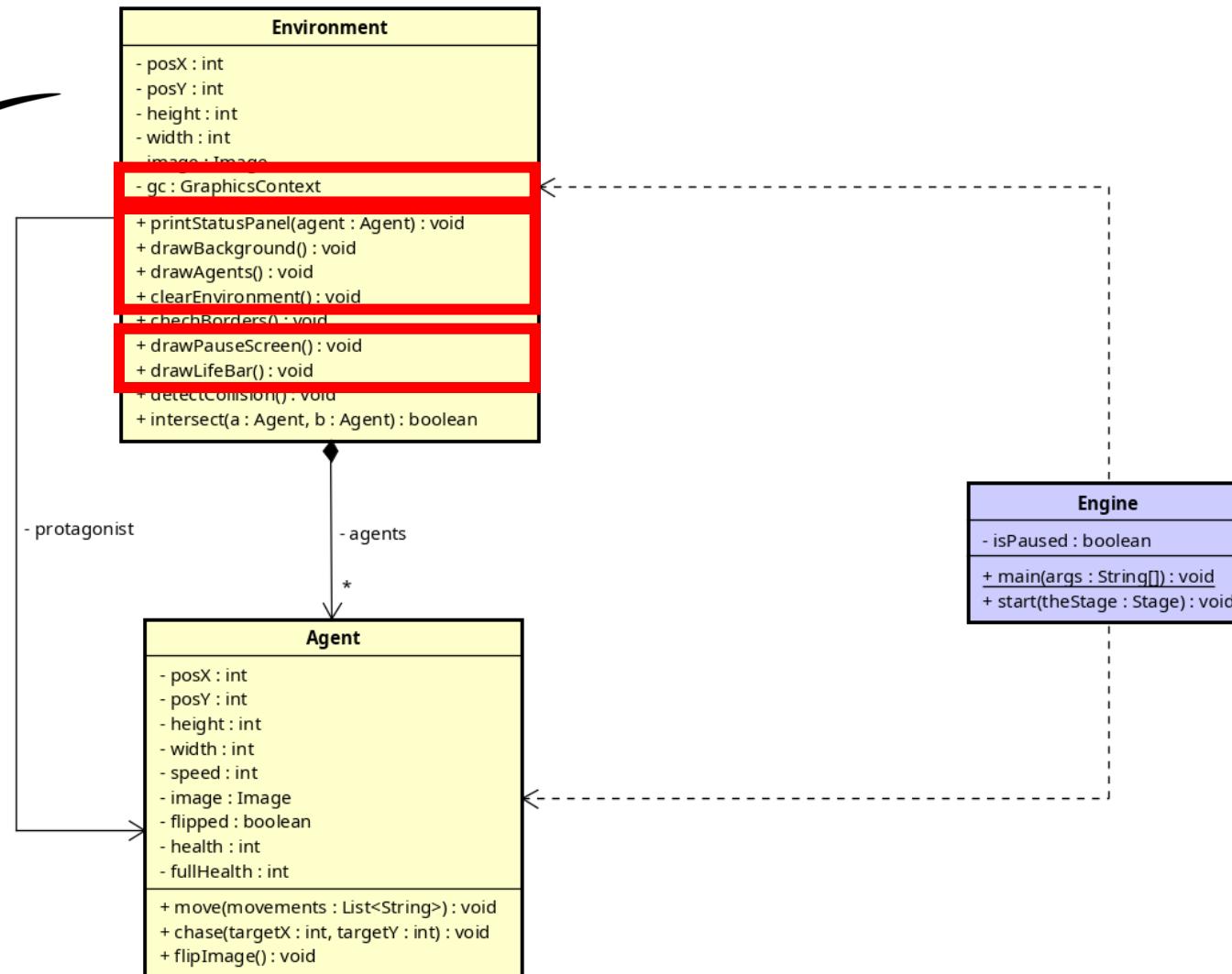
High Coupling
between Engine
and JavaFX
components.



The Class Diagram

High Coupling
between Engine
and JavaFX
components.

As the Engine
grows, it gets
hard to maintain
and expand.



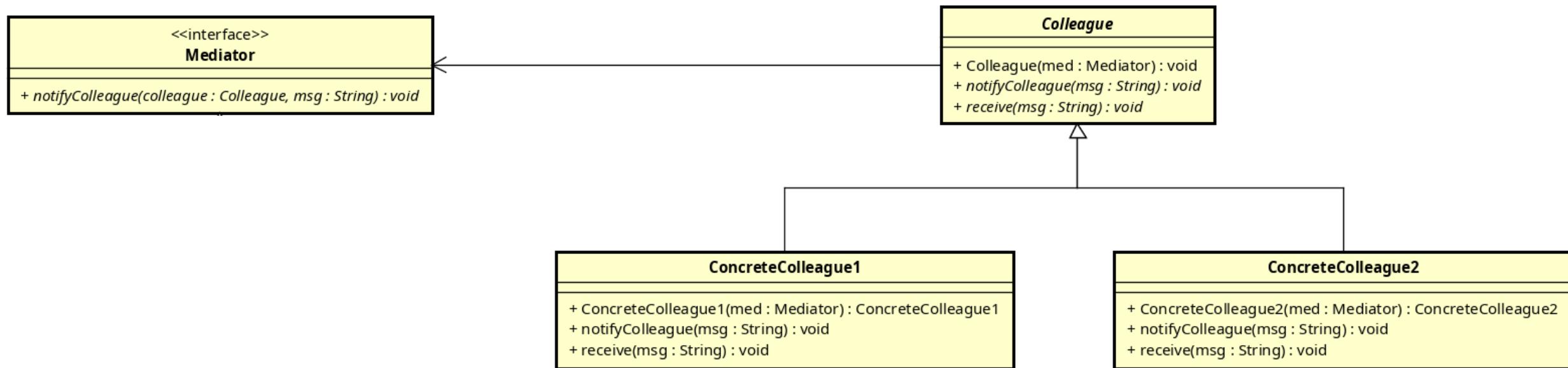
The Mediator Pattern

The **mediator pattern** is a behavioral design pattern that reduces direct dependencies between components by introducing a mediator object that handles communication between them.

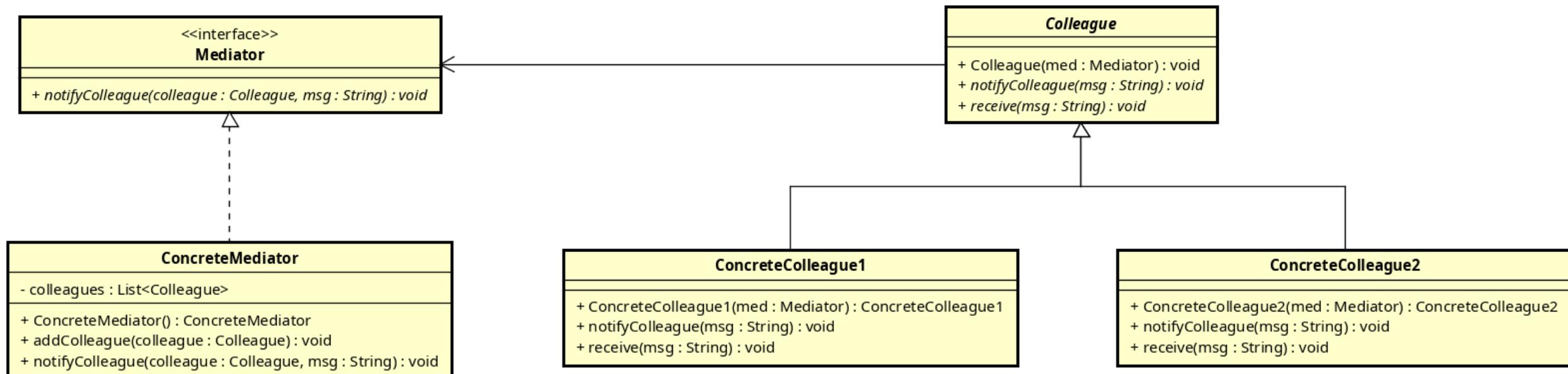
The Mediator Pattern



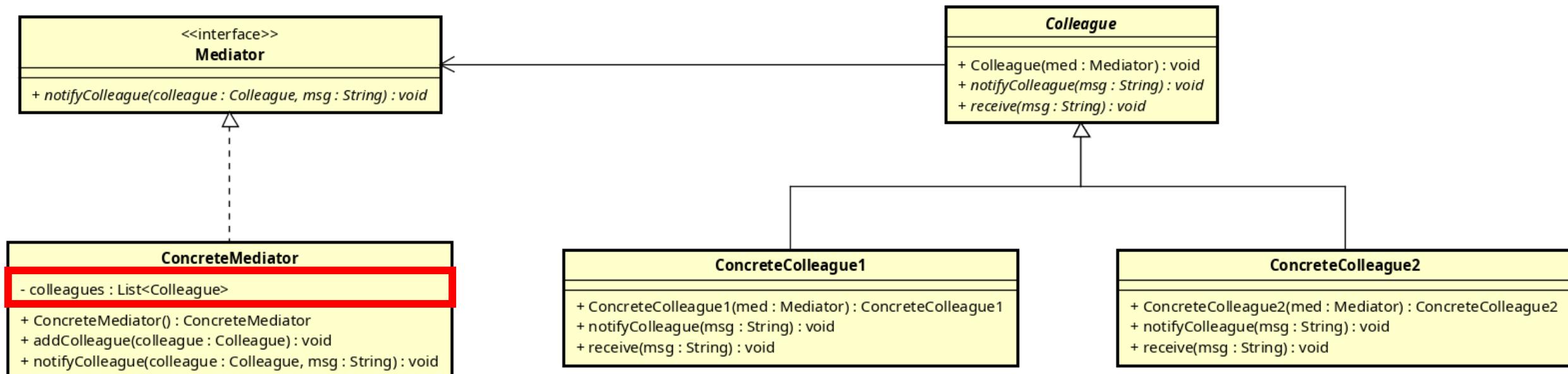
The Mediator Pattern



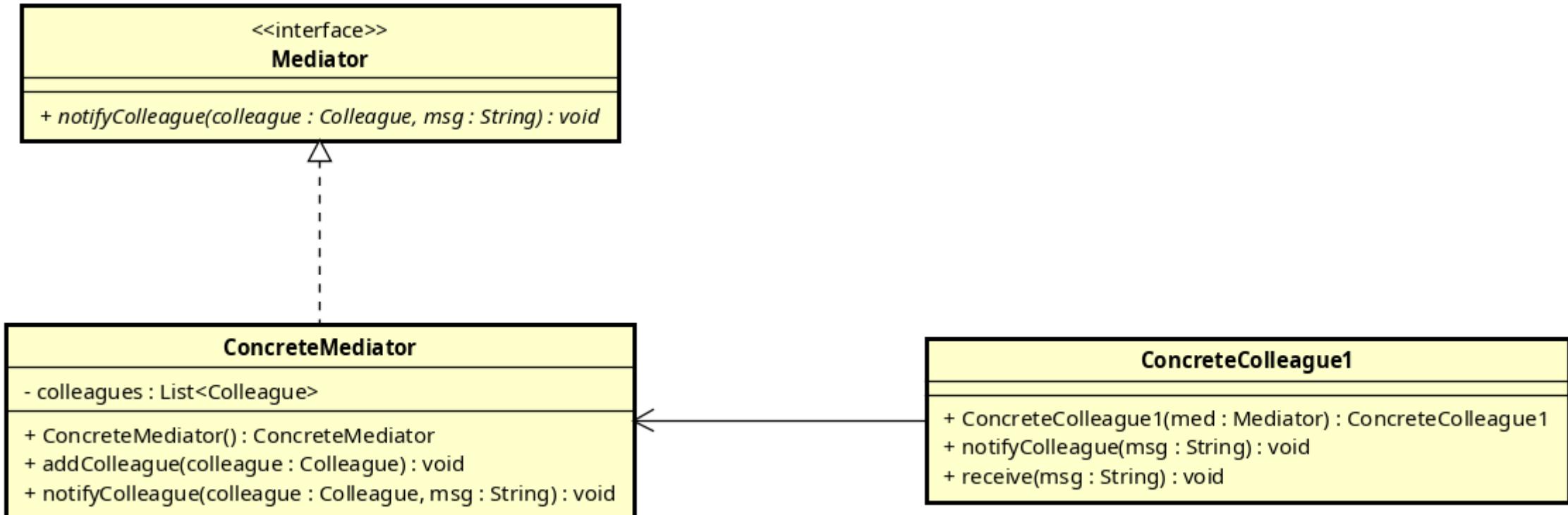
The Mediator Pattern



The Mediator Pattern



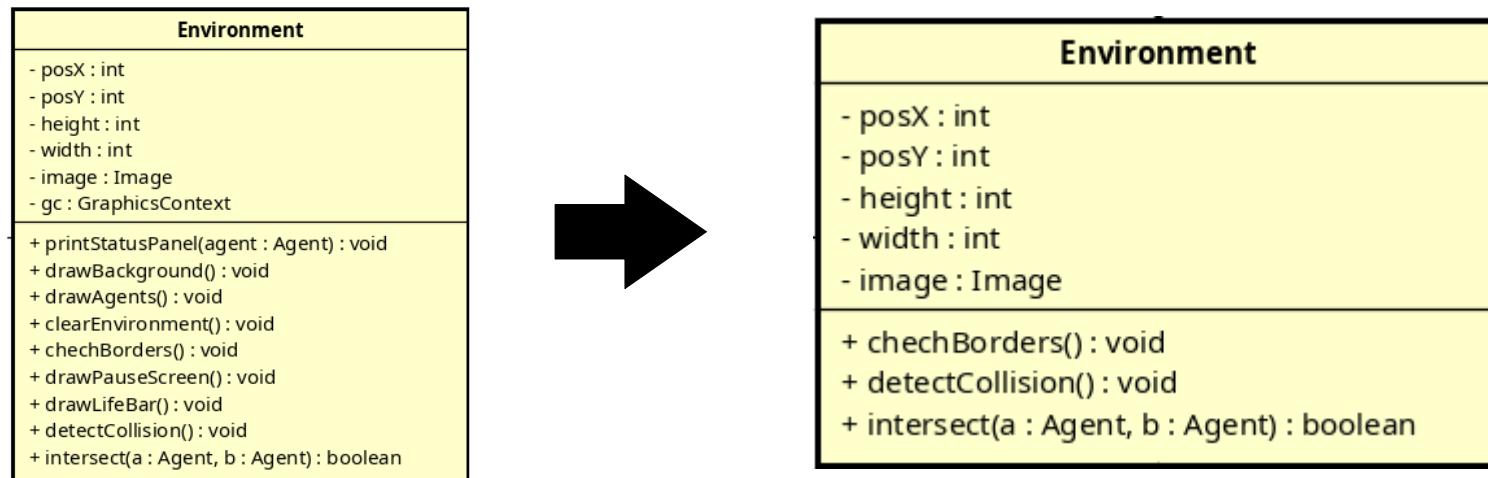
The Mediator Pattern Simplified



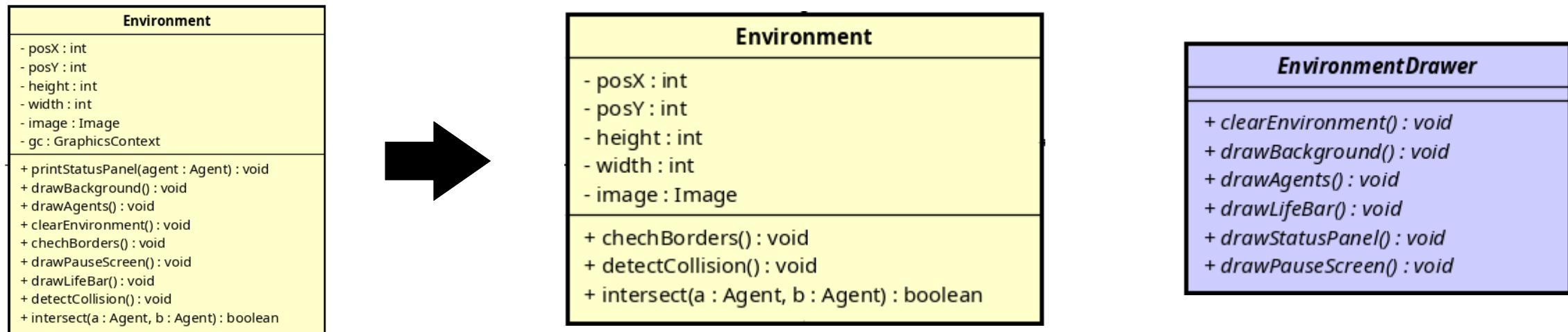
The Class Diagram

Environment
<pre>- posX : int - posY : int - height : int - width : int - image : Image - gc : GraphicsContext + printStatusPanel(agent : Agent) : void + drawBackground() : void + drawAgents() : void + clearEnvironment() : void + checkBorders() : void + drawPauseScreen() : void + drawLifeBar() : void + detectCollision() : void + intersect(a : Agent, b : Agent) : boolean</pre>

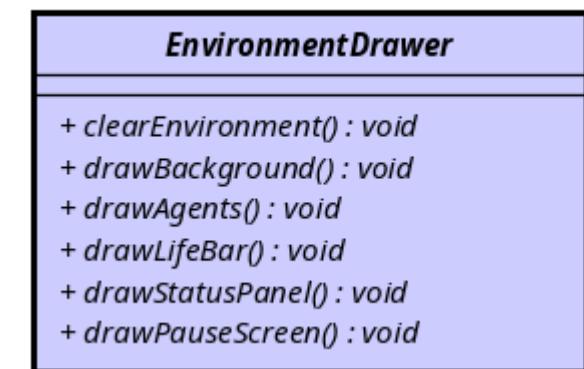
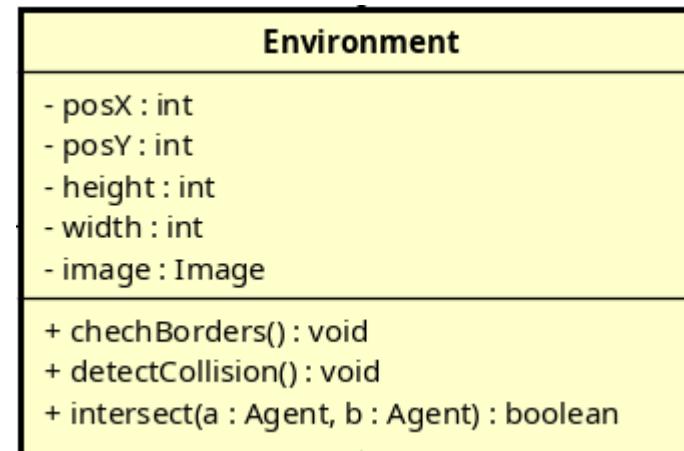
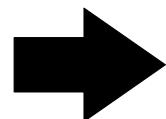
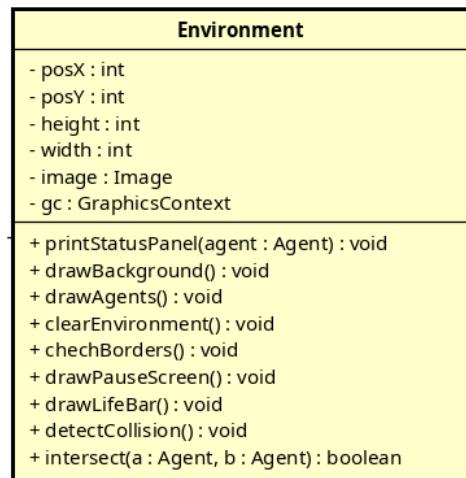
The Class Diagram



The Class Diagram

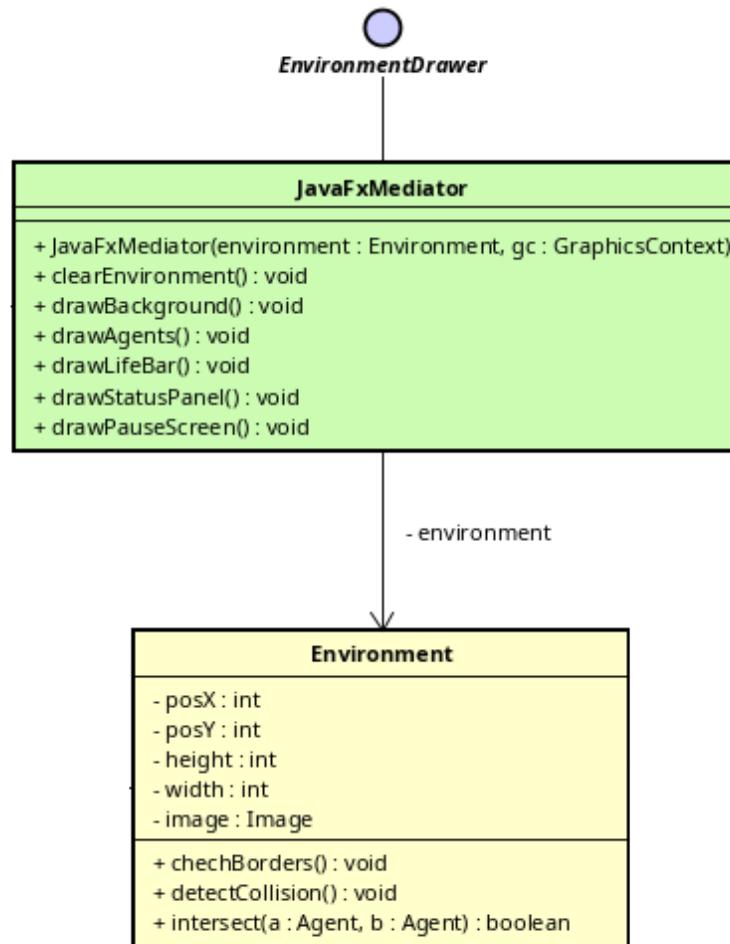


The Class Diagram

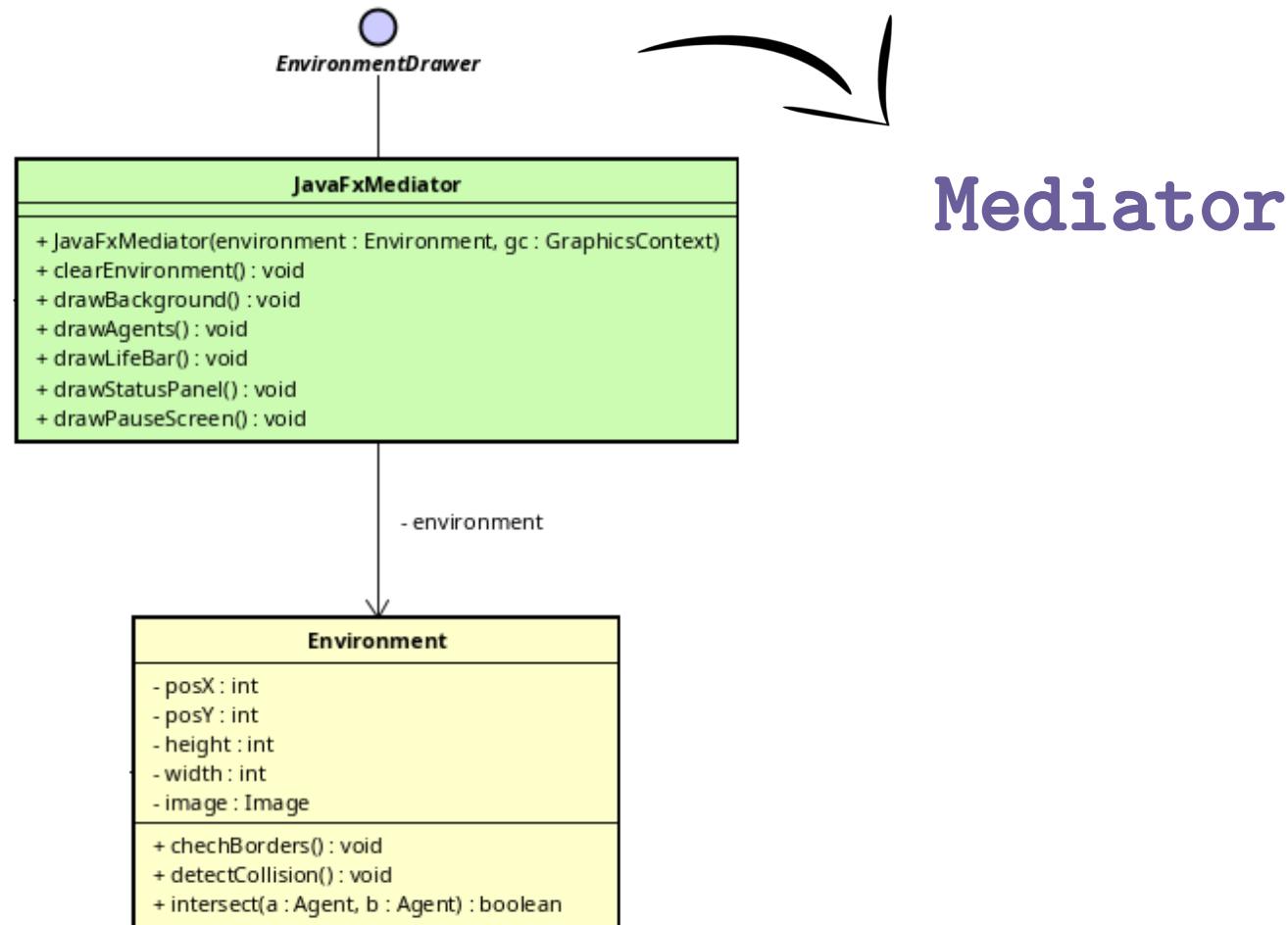


Mediator

The Class Diagram

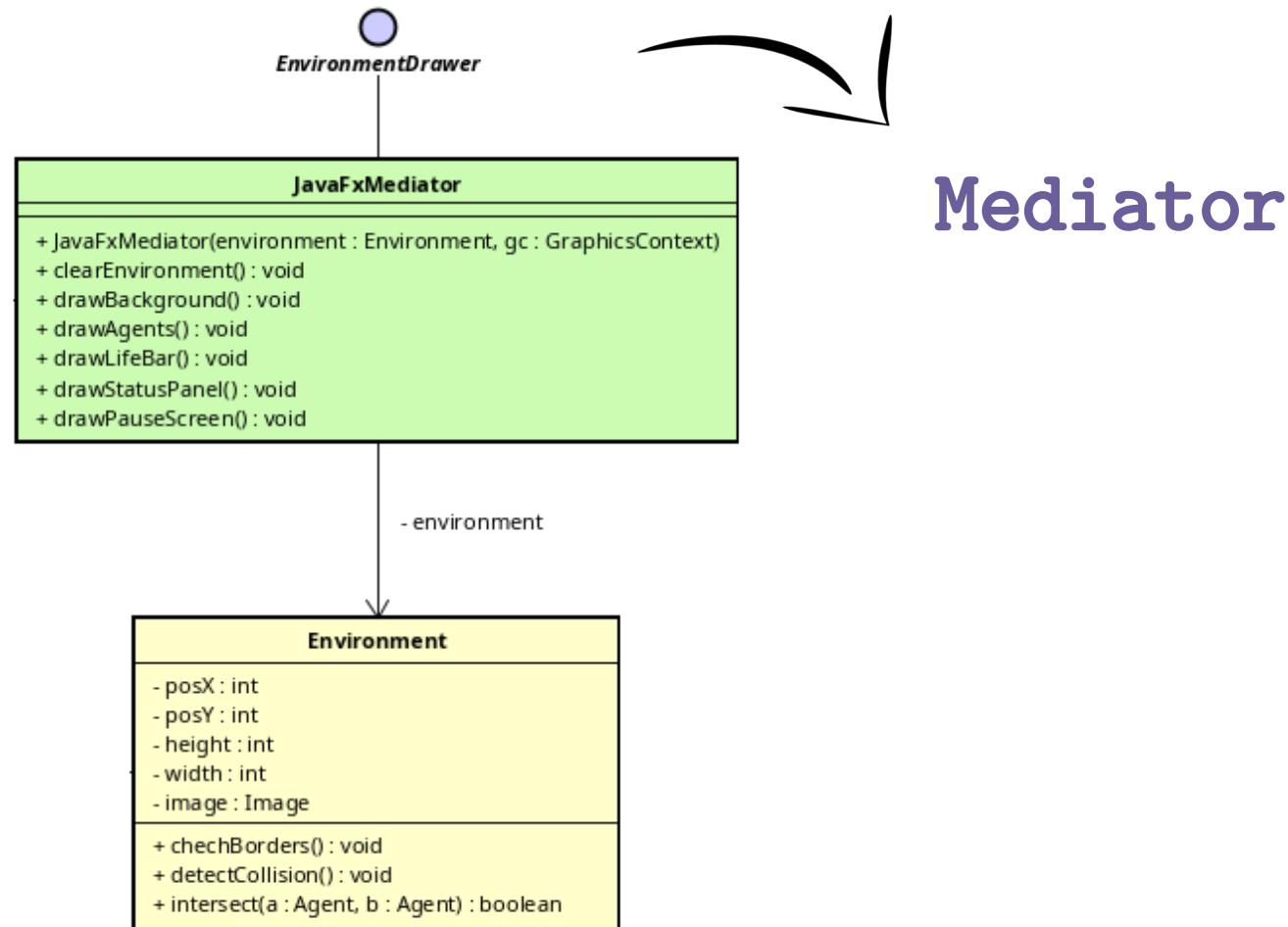


The Class Diagram



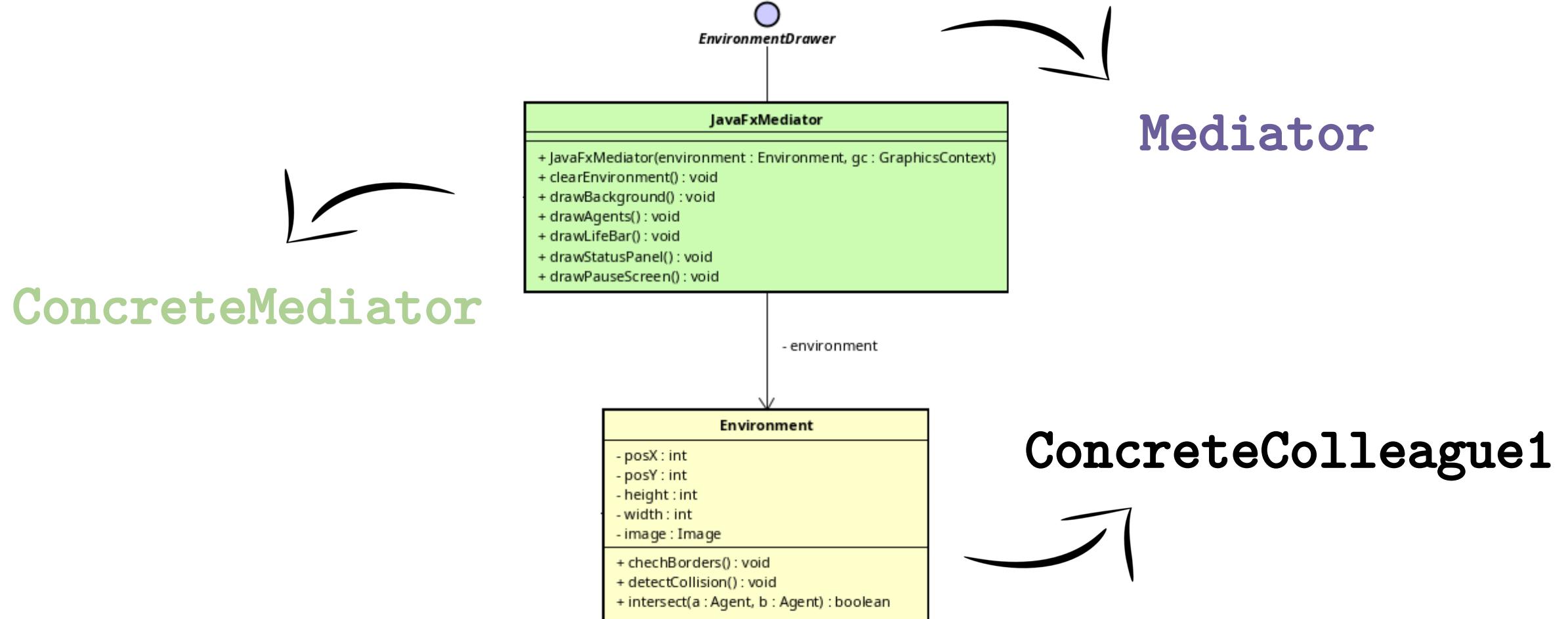
The Class Diagram

ConcreteMediator

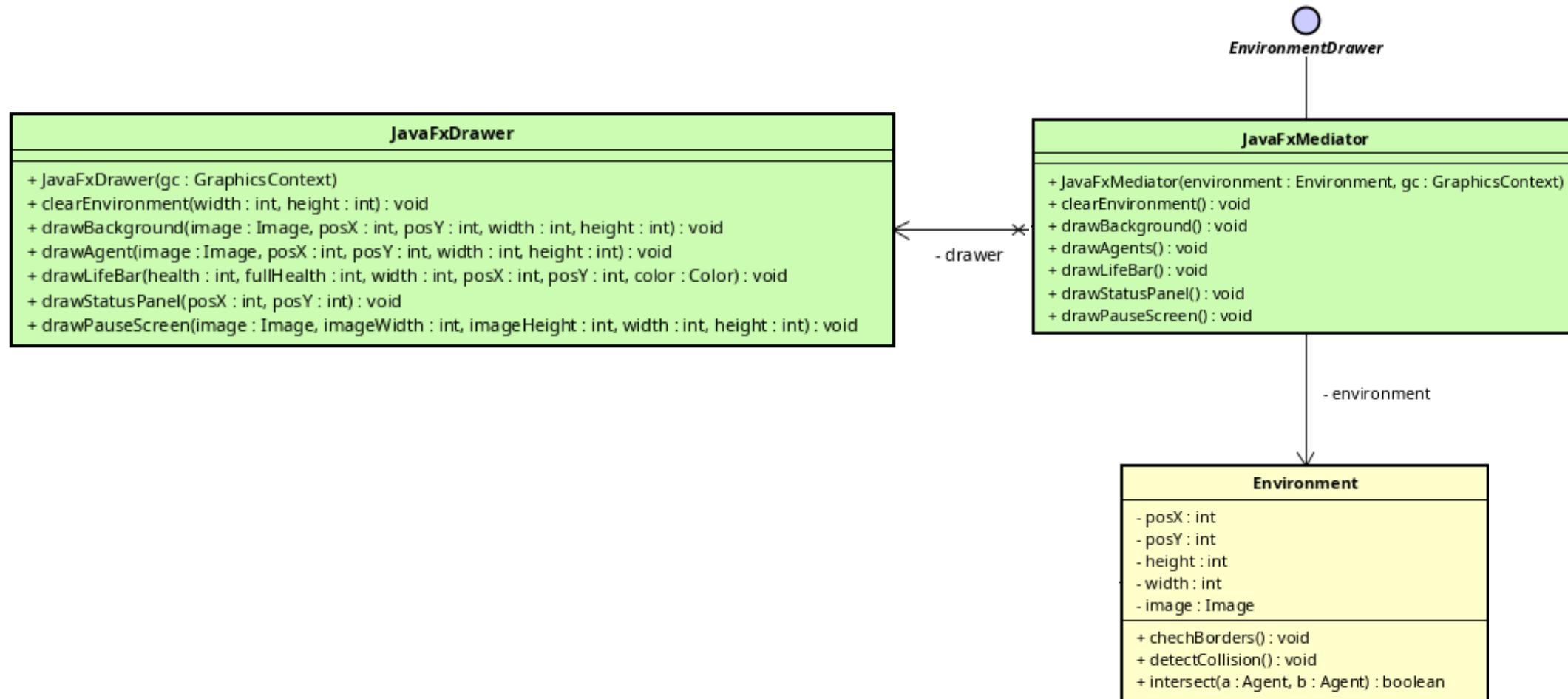


Mediator

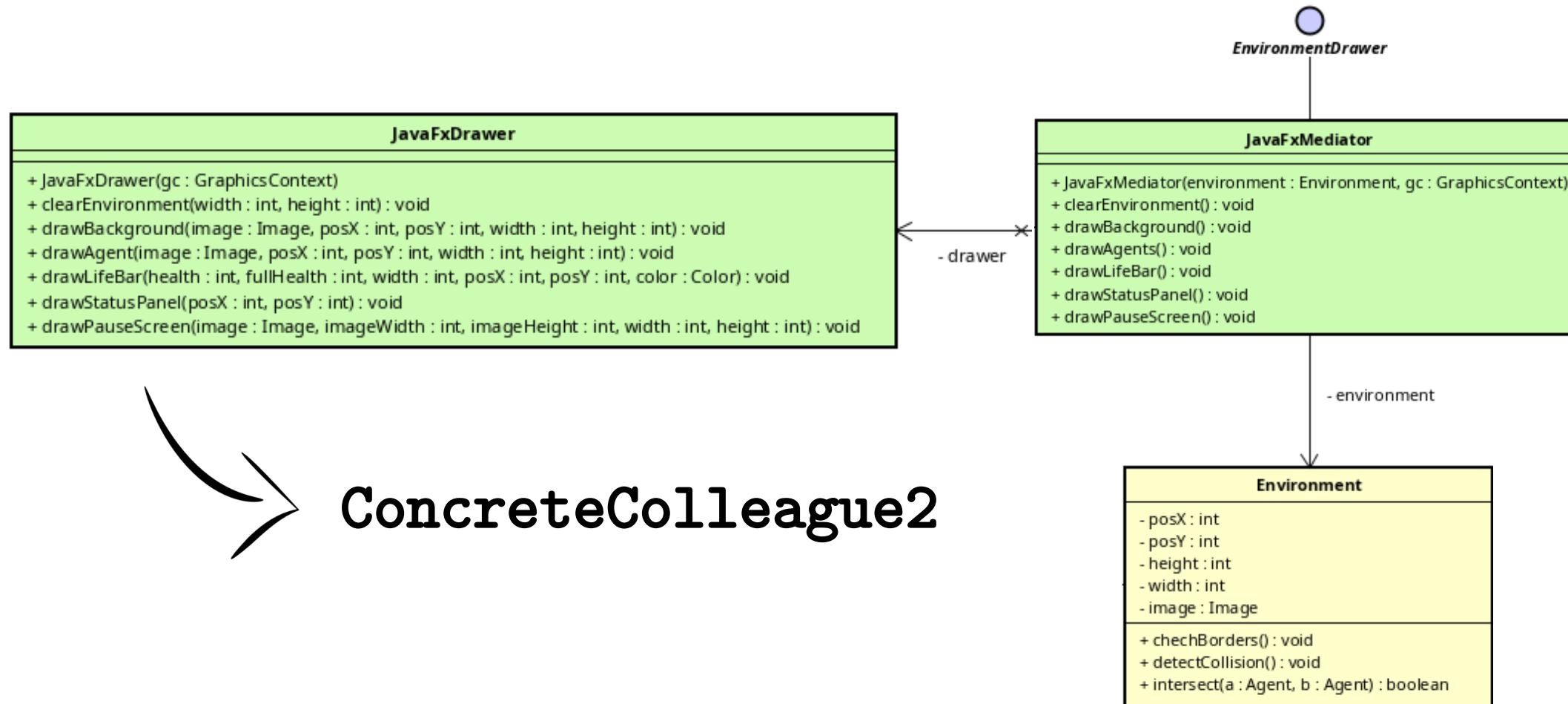
The Class Diagram



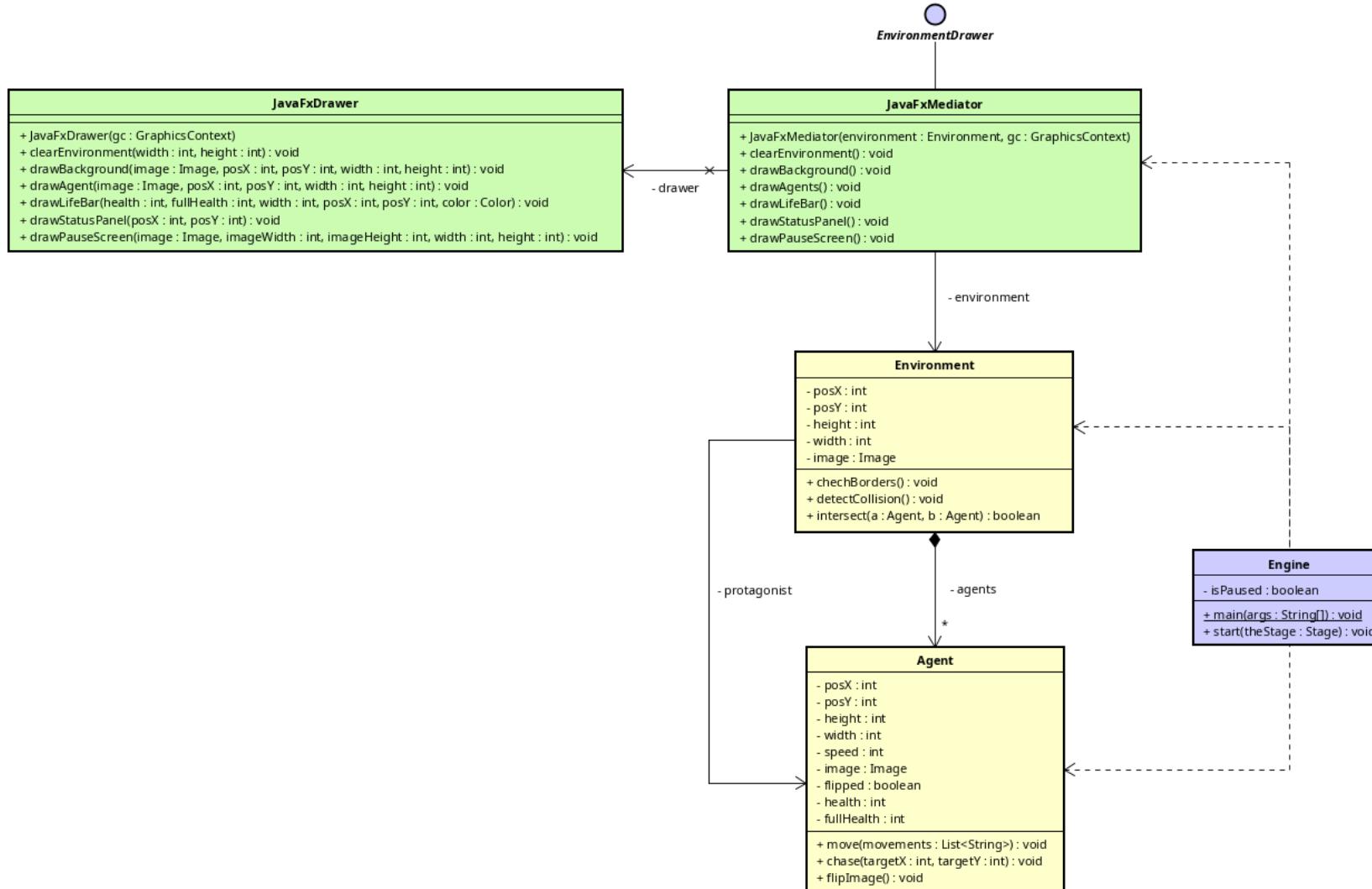
The Class Diagram



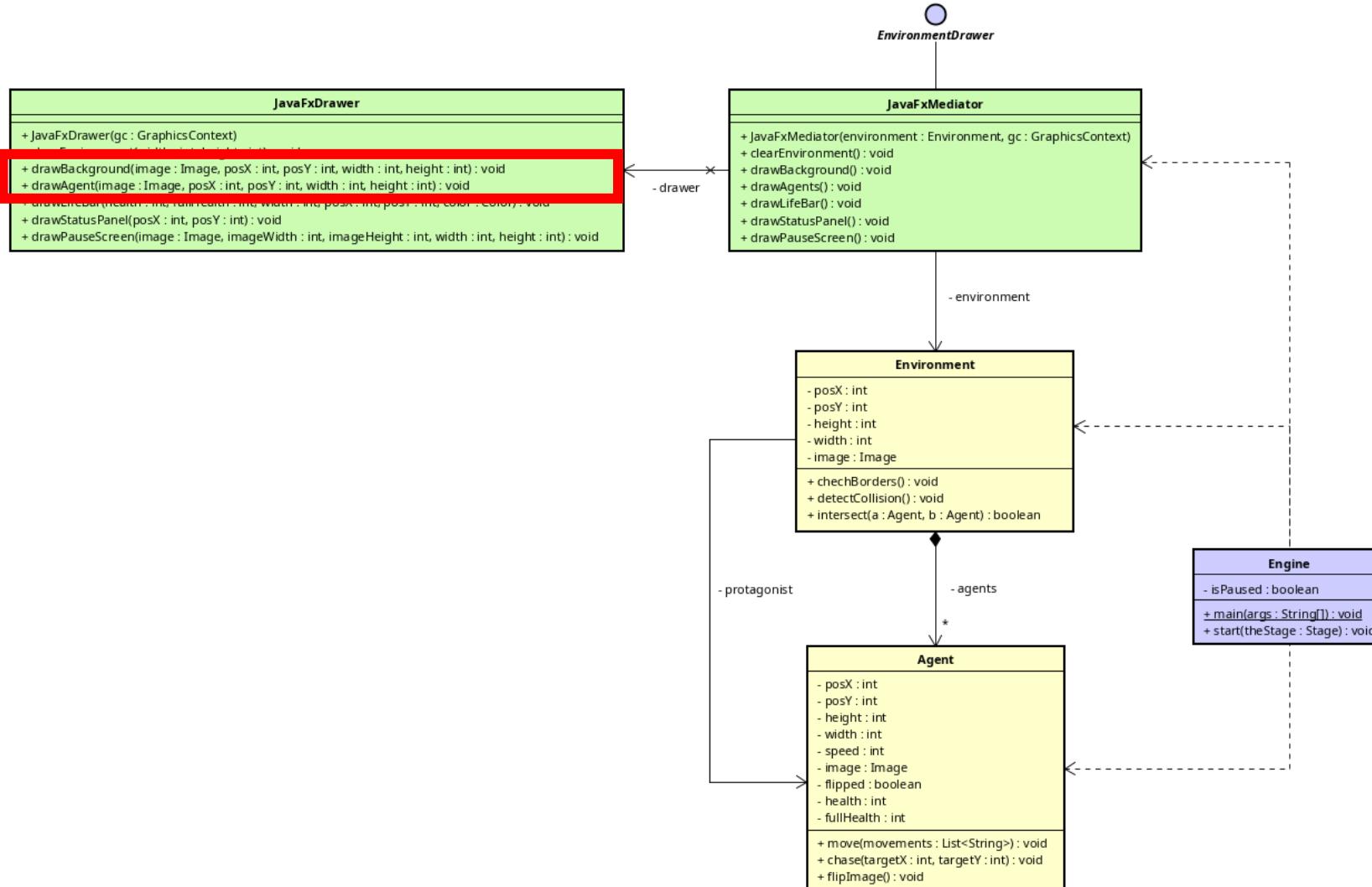
The Class Diagram



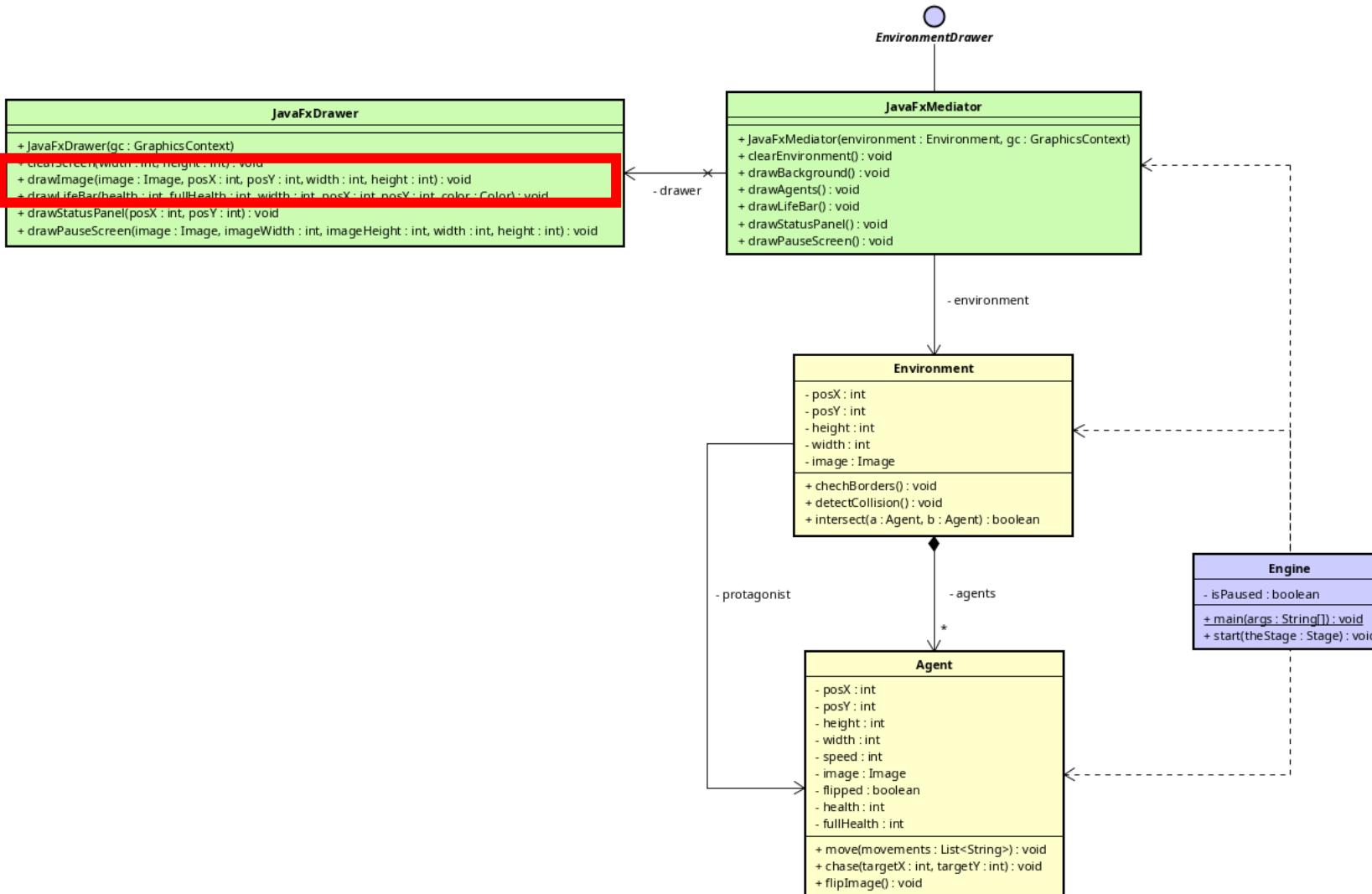
The Class Diagram



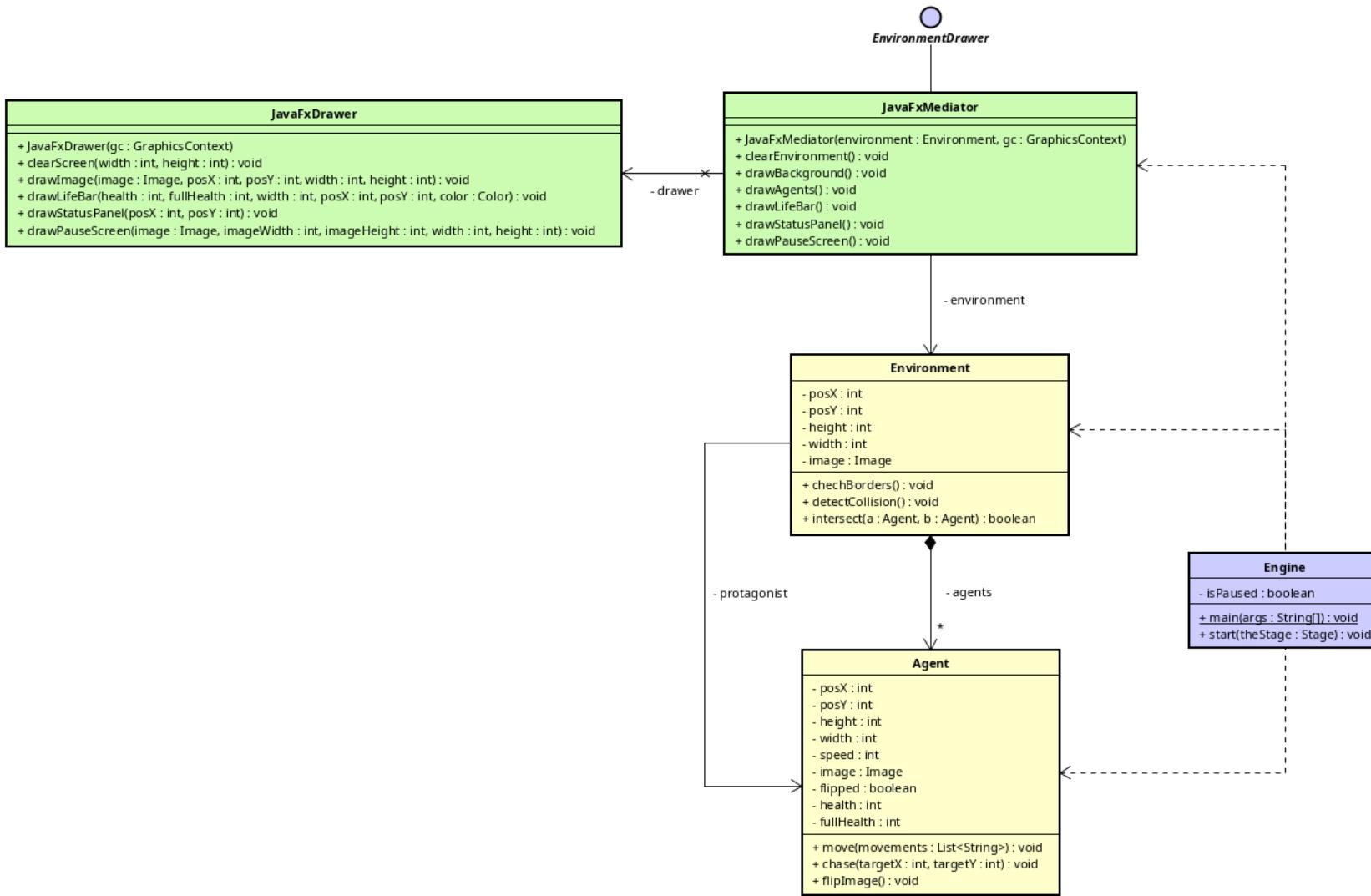
The Class Diagram



The Class Diagram: After Refactoring

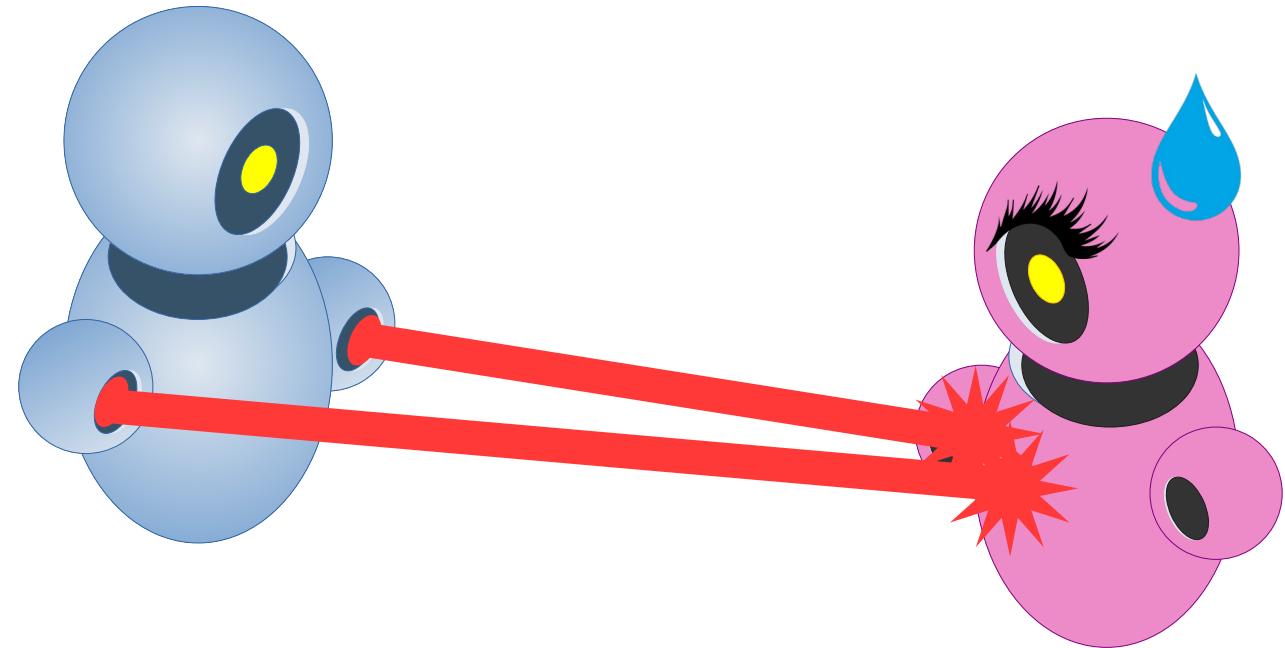


The Class Diagram: Final Result



TAKING DAMAGE

by Collision



Types of Damages

An agent can **take damage** by . . .

Types of Damages

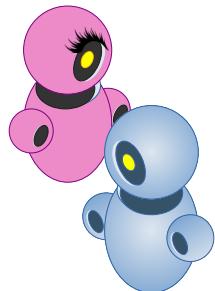
An agent can **take damage** by . . .



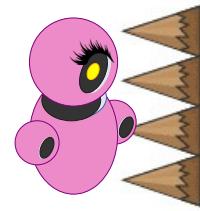
another agent

Types of Damages

An agent can **take damage** by . . .



another agent



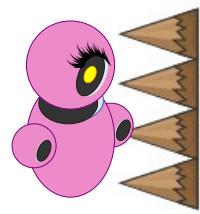
an obstacle

Types of Damages

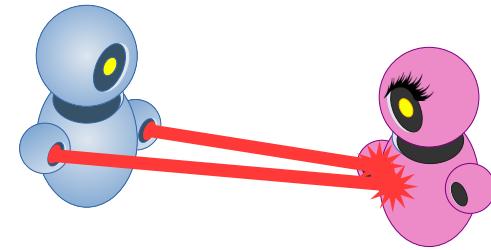
An agent can **take damage** by . . .



another agent



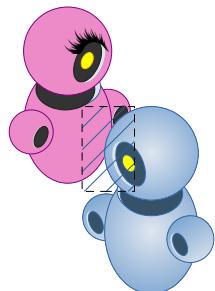
an obstacle



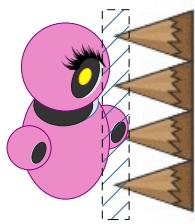
a weapon or power

Types of Damages

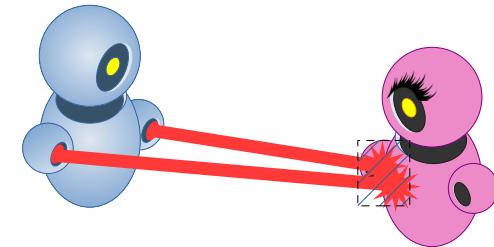
An agent can **take damage** by . . .



another agent



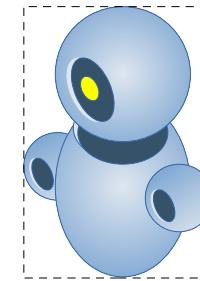
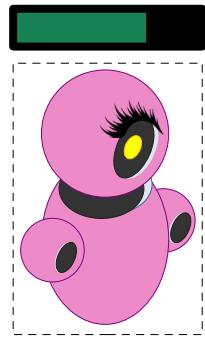
an obstacle



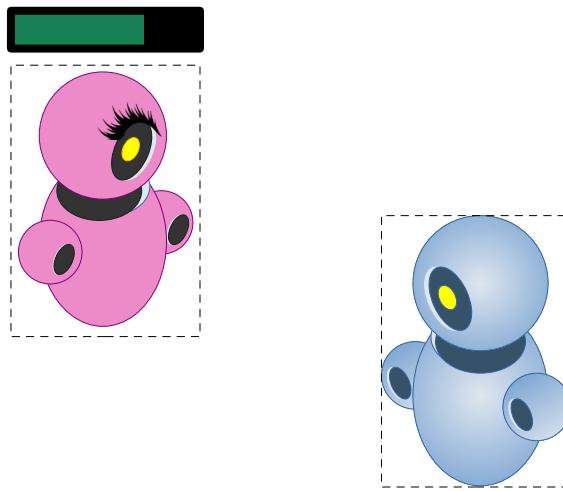
a weapon or power

Using Collision.

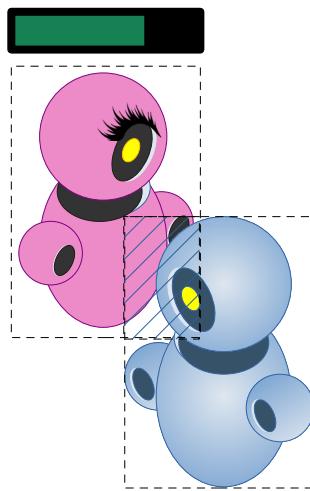
Collision



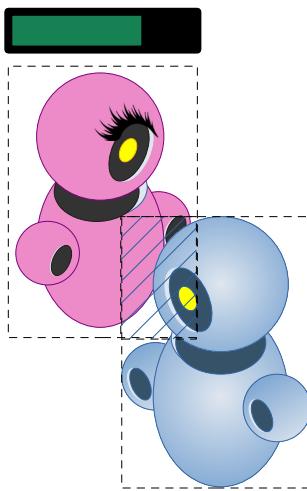
Collision



Collision

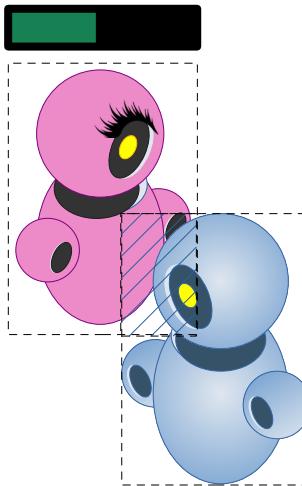


Collision



collided

Collision

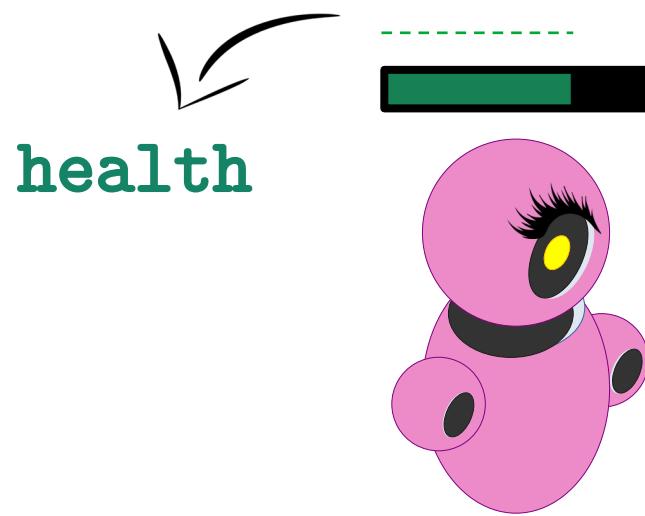


```
if (collided)  
    takeDamage(damage)
```

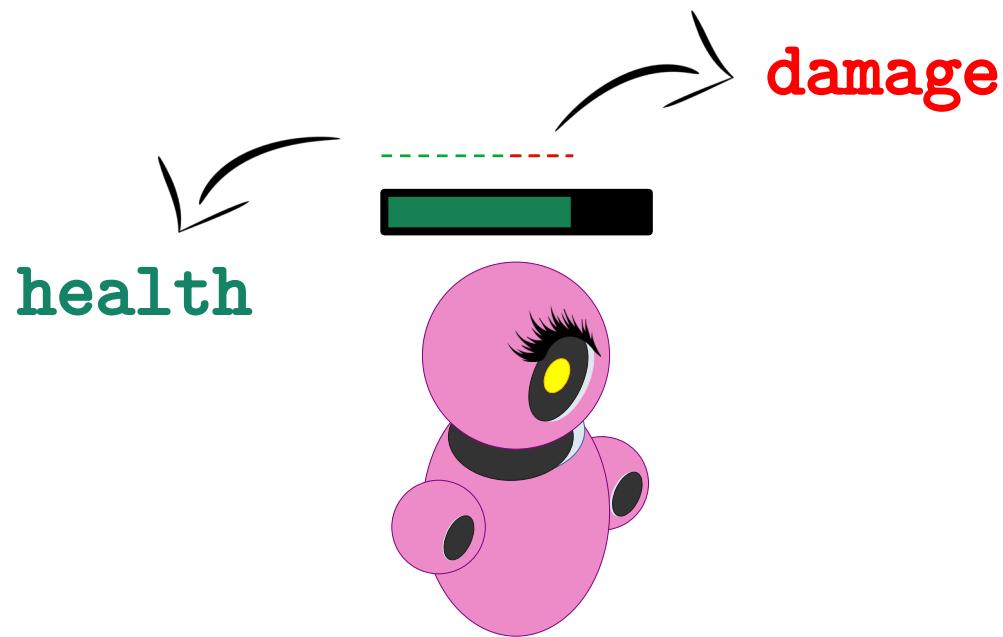
Taking Damage



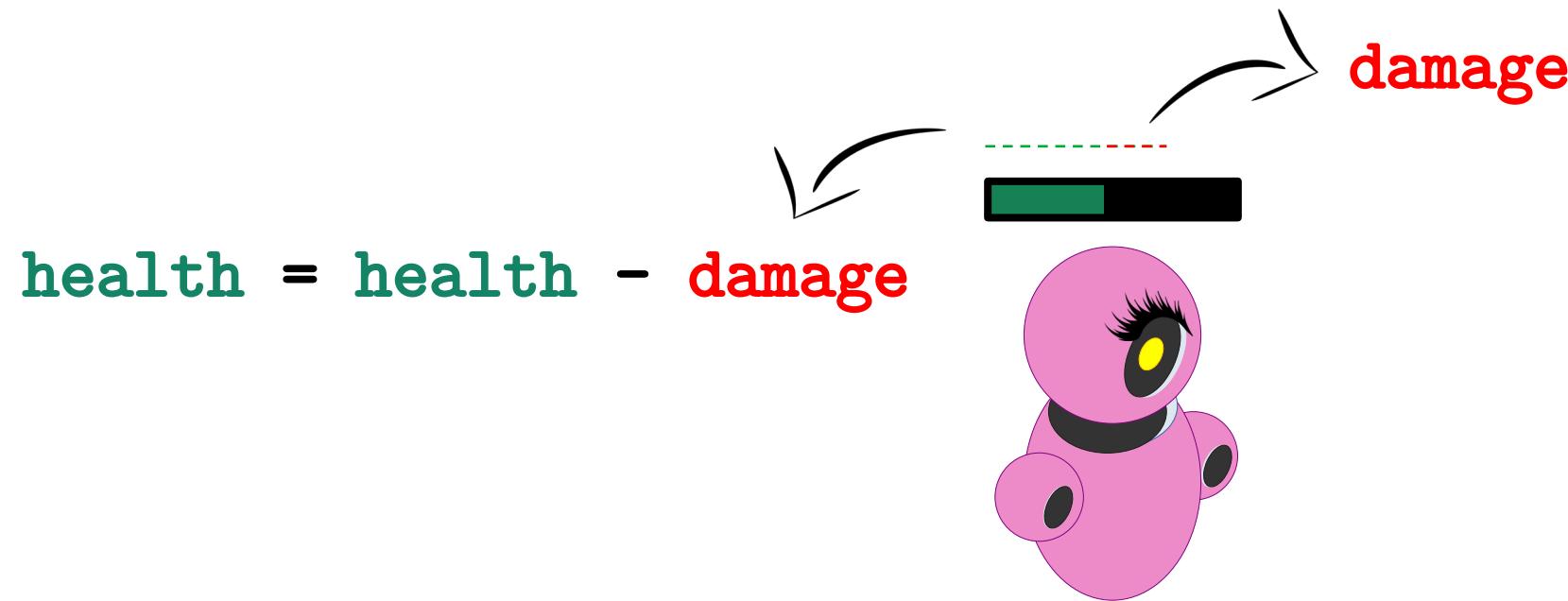
Taking Damage



Taking Damage



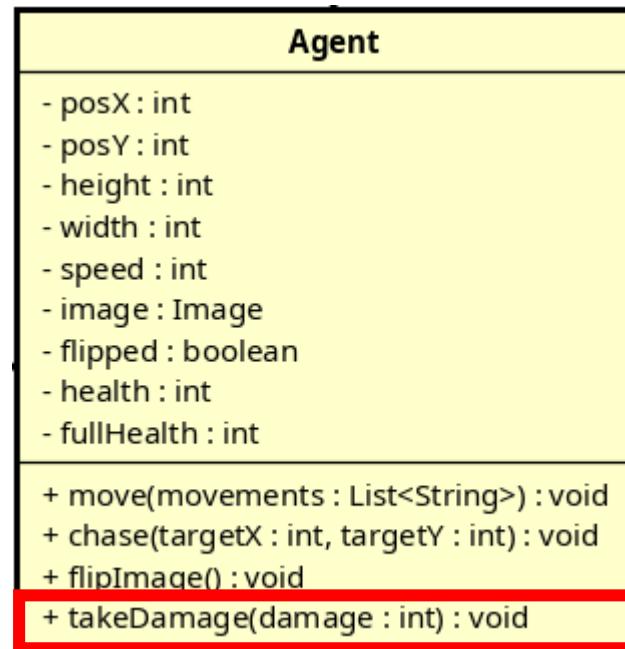
Taking Damage



Class Agent: New Method

Agent
<ul style="list-style-type: none">- posX : int- posY : int- height : int- width : int- speed : int- image : Image- flipped : boolean- health : int- fullHealth : int
<ul style="list-style-type: none">+ move(movements : List<String>) : void+ chase(targetX : int, targetY : int) : void+ flipImage() : void+ takeDamage(damage : int) : void

Class Agent: New Method



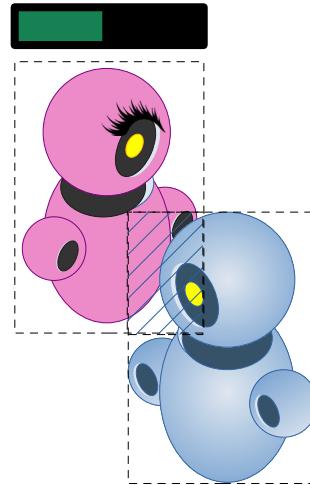
INVULNERABILITY



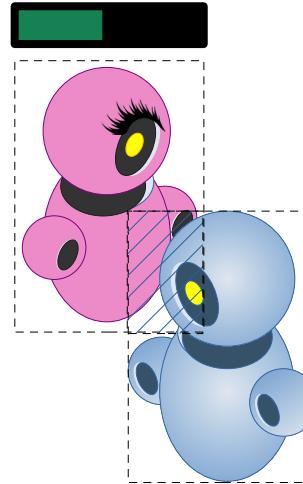
Invulnerability

Invulnerability is a
temporary state where damages
do not apply.

Invulnerability

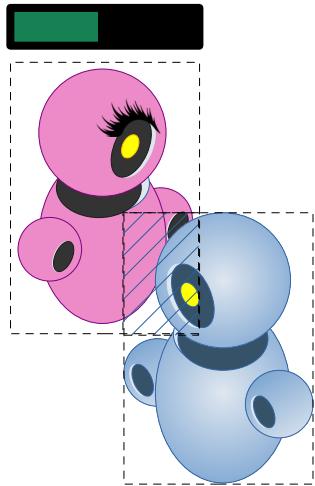


Invulnerability



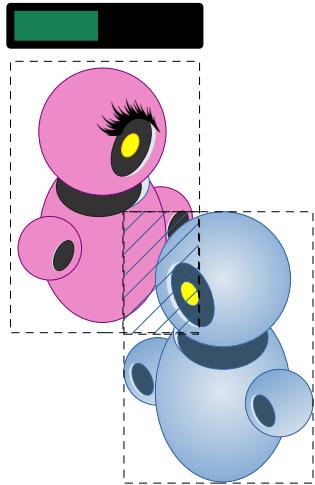
```
if (collided)  
    updateInvulnerability()  
    takeDamage(damage)
```

Invulnerability



To update the **invulnerability** status:

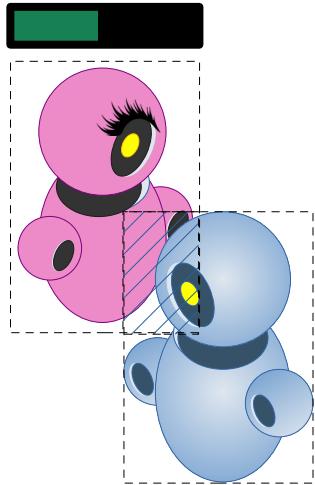
Invulnerability



To update the **invulnerability** status:

1. the last hit time;

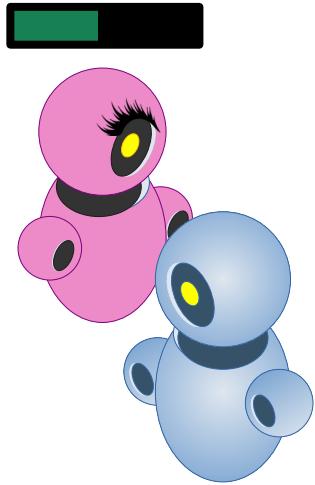
Invulnerability



To update the **invulnerability** status:

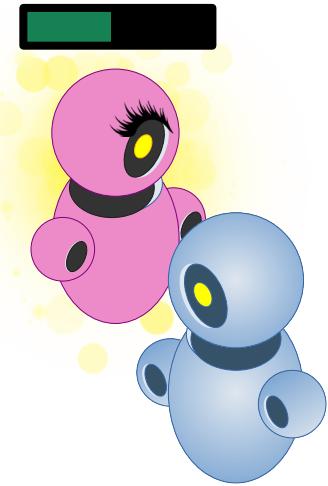
1. the last hit time;
2. the cooldown time.

Invulnerability



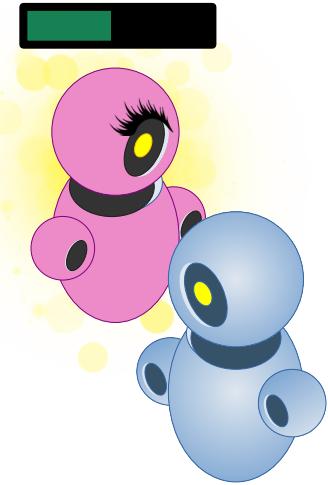
`(now - lastHitTime) < cooldownTime)`

Invulnerability



```
(now - lastHitTime) < cooldownTime)  
invulnerable = true
```

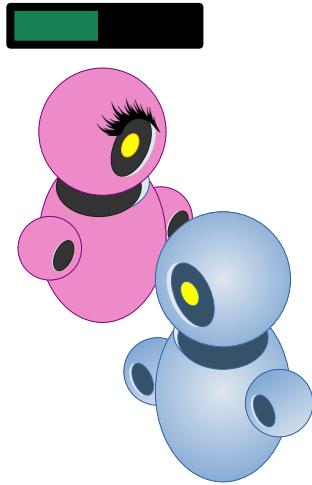
Invulnerability



```
(now - lastHitTime) < cooldownTime)  
invulnerable = true
```

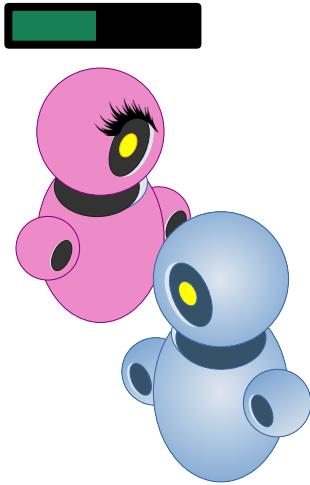
Nothing happens !

Invulnerability



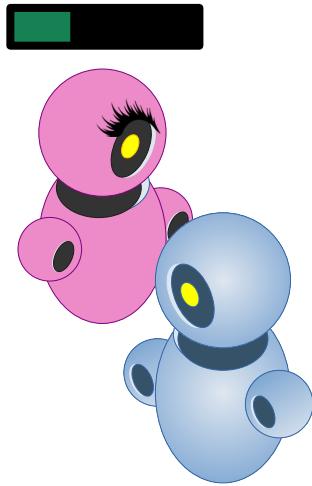
`(now - lastHitTime) > cooldownTime)`

Invulnerability



```
(now - lastHitTime) > cooldownTime)  
Invulnerable = false
```

Invulnerability



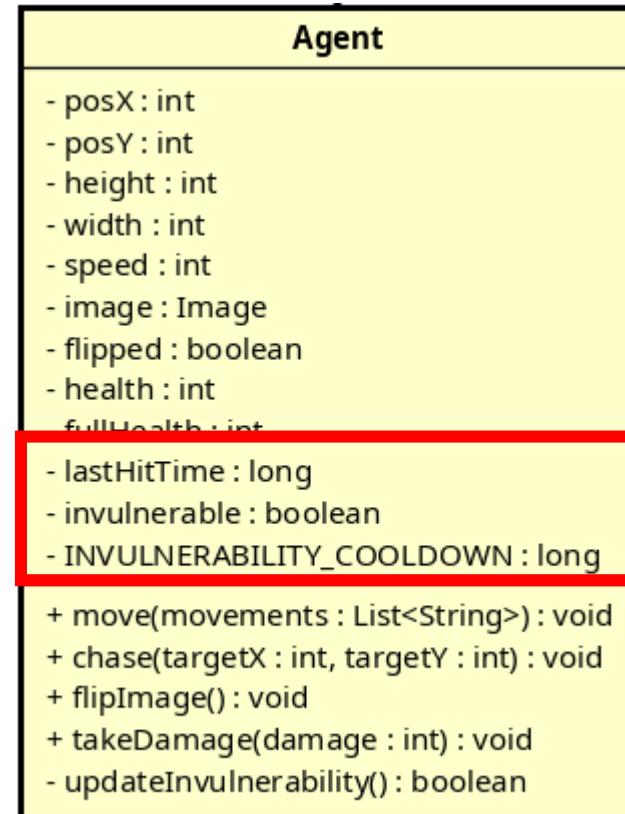
```
(now - lastHitTime) > cooldownTime)  
Invulnerable = false
```

It gets damage!

Class Agent: New Attributes and Method

Agent	
- posX : int	
- posY : int	
- height : int	
- width : int	
- speed : int	
- image : Image	
- flipped : boolean	
- health : int	
- fullHealth : int	
- lastHitTime : long	
- invulnerable : boolean	
- INVULNERABILITY_COOLDOWN : long	
+ move(movements : List<String>) : void	
+ chase(targetX : int, targetY : int) : void	
+ flipImage() : void	
+ takeDamage(damage : int) : void	
- updateInvulnerability() : boolean	

Class Agent: New Attributes and Method



Class Agent: New Attributes and Method

