Final project ReadMeFile

Group NO: 27

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How to start the code: open HelloApplication.class and click to run the bottom, and after some seconds, ui comes and connects to start.

How to play the game

After starting, click enter to increase the size of the stick, and if removed, enter the bottom. Then, the rod rotates 90, and the person walking starts. If there is any cherry in the path, then collect. If the stick is small or big according to the required length, the person falls, and the game ends.

Here is some snapped screenshot

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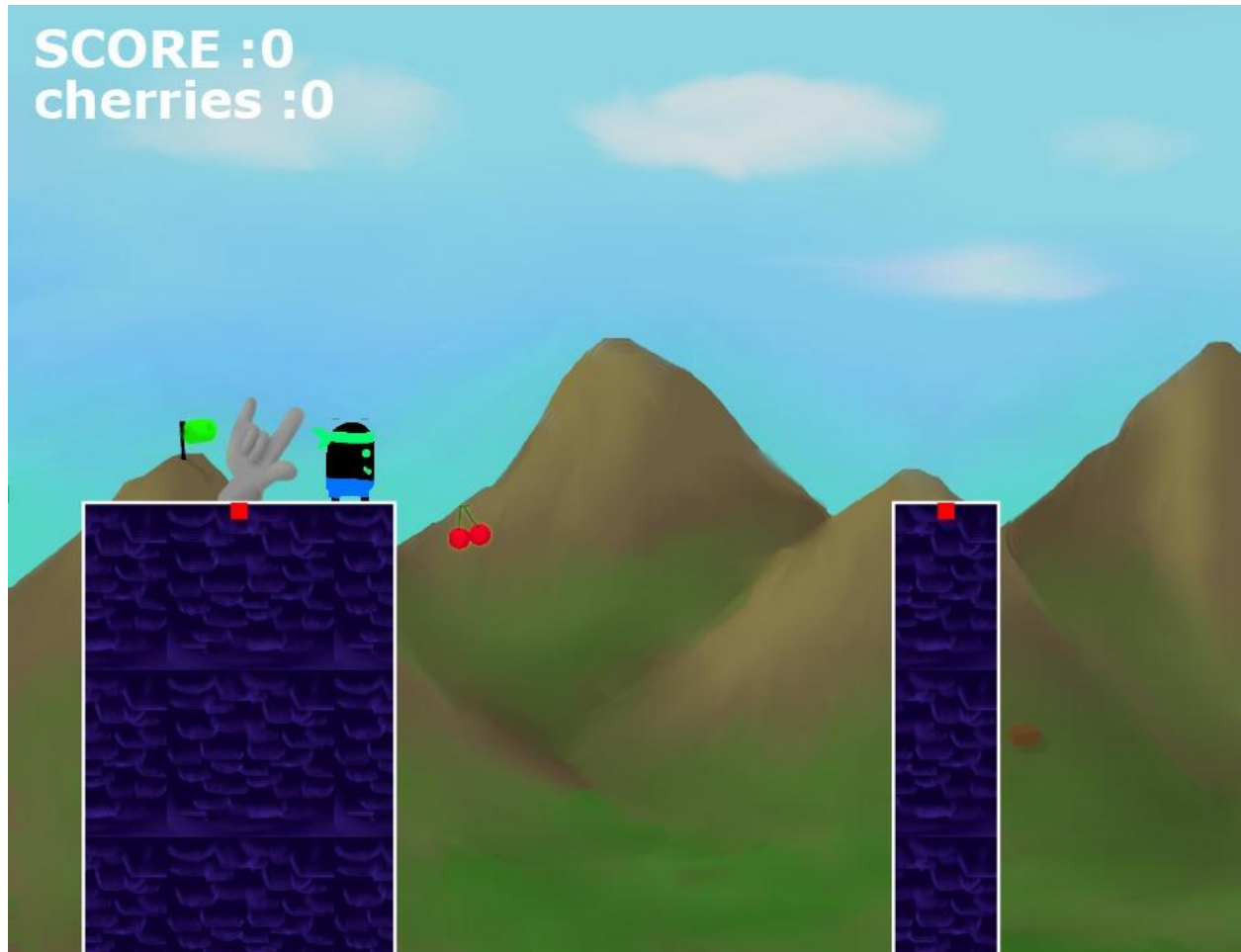
In this project, here are all the class

BGHandler
Cherry
Displayable -> interface class
FadingText
Game
HelloApplication
HelloController
Hero
Platform
Stick
TextHandler

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TextHandler

In this class, I have to control text things like when it is Perfect, score, game over, cherries, etc. All things controlled by text control
And Perfect after 2 or 3 platforms passed then comes to perfect and held or helped by 1000 millisecond

Platform and stick

In this class, all functions handle the platform and stick to how it works.

Hero

This is the hero class, and this class has a person who is the main character of the game and also walks and falls according to the game requirements.

For the bonus part: Use **threa**d in this class, which method WalkAnimate function to use **Thread**, and which sleep method for and hero collect? This is a code snipped.

```
public void WalkAnimate(double angle, double x_dist, double y_dist, Runnable
onFinish) {
   this.rect.setFill(new ImagePattern(this.walkinggif));
   this.walking = true;
   double speed = 2.0;
   double xtarget = this.rect.getX() + x_dist;
   Thread walkthread = new Thread(() -> {
```

HelloController

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This class controls all things in the game.

Game

This class has multiple methods, and this is the controller class of the game because all things are controlled in this class, and all objects are stored in the ArrayList. also, the store Global variable for the Score game has multiple functions in this class.

Here is a small snippet of code

```java
public void display() {
    Iterator var1 = this.gameobjects.iterator();



public void hideObjects() {


}

public void reset() {
}

public void loop() {
    this.ant.start();
}

public void transition() {


}

private void setscore() {
    ++this.score;
    this.tt.UpdateScore(this.score);
}

public void transitionall(double dist, Runnable aftertransition) {
            }
```

Fading Text

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This is also a class, and there is a method, and this is a signature of the method

```
public void display(AnchorPane pane, double x, double y)
```

and also constructor

```
FadingText(String content, int duration_milllisecond)
```

Displayable

This is an i**nterface class** -> two methods `display`
 and remove

Cherry

In this class, create a cherry.

BGHandler

In this class, **changing the day to evening and night and repeating this** thing is suitable for the user interface.

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