COLOR SWITCH

Vaibhav Girish - 2019121
Samiksha Modi - 2019331
(Group 13)

Design and Implementation

- We have created different packages according to our needs.
- Abstraction and encapsulation have been maintained throughout the project
- AnimationTimer and event handlers are used to control and coordinate the game elements and user input. A single input (the up arrow key) is used to keep the ball afloat and move upward a constant distance when it is pressed.
- The game has 6 obstacles and it gets progressively harder by increasing the rotation speed of the obstacles.
- The stars collected can be used to resurrect the ball or start fresh.
- The player can save multiple games and later resume any one of them if they wish to do so.

Individual Efforts

Vaibhav Girish (2019121)

- Created UML Use-Case and UML Class diagram for the project.
- Created the static GUI components
- Handled serialisation and deserialisation of game state
- Handled the leaderboard

Samiksha Modi (2019331)

- Created UML Use-Case and Class diagram for the project.
- Created the static GUI components and the assets (.png) used in the game like play, leaderboard, pause, resume button, etc.[1]
- Handled obstacles, color switchers and stars generation.
- Handled the movement of all the elements present on screen i.e. ball, obstacles, color switchers and stars

[1] The color switch logo was taken from the internet https://images.app.goo.gl/WLadcNzNnu4YTNwj8

Bonus Components

Top 5 scores so far are visible on the leaderboard to keep the player engaged.