Hacettepe University Computer Science and Engineering Department

Name and Surname : Şeyma Civan

Identity Number : 21627078

Subject : Programming Assignment4

Problem Definition : In this assignment, from us expected to develope a very simplified version of car racing a game using JavaFX framework. But, there were rules of the game, like score and level calculation, acceleration of speed by level number, change of the overtaked car's color..

Solution Approach : Firstly, I created a new scene for the game and placed the background image, score - level indicators and the racing car on specific coordinates. I moved the car racing according to the direction keys pressed on the keyboard. Then I checked that the racing car collided with other cars coming in random positions from above. (If two cars collide, the game is over, otherwise the background continues to move.)

Explanation :

     Assignment4.java: I opened the window in the main class to start the game and directed it to the ViewManager class.

     ViewManager .java: In the ViewManager class, the window that says "press enter to start the game" opens and redirects to the GameViewManager class if the enter is pressed.

     GameViewManager.java: I created the HUBBM-Racer game with all the rules in the GameViewManager class.

     Cars.java: I created my car racing with features such as location, color..