

#### **AP Course Project**

# Will Hero Game

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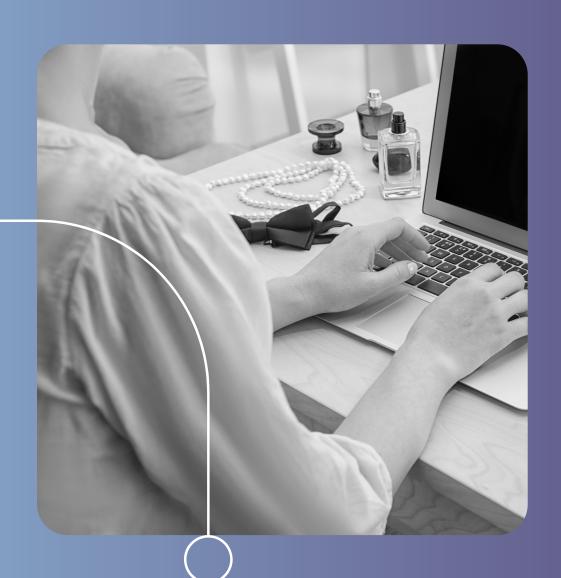
Group ID: 69

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## The Process



#### # Thinking

We began the project by first creating a UML Class and UseCase Diagram as a roadmap for our journey ahead.

#### # Designing

We created several scenes using Scene Builder according to the game needs.

#### # Implementation

We used different controller files for each fxml file and implemented concept of OOPS in it to make the required game.

#### # Saving

We used the Singleton design pattern along with Serializable interface to help us save and load the game.



### Individual Effort

#### Shivam Agrawal

- Graphic Designing
- Winning Game GUI
- Death GUI
- Weapons Implementation
- Chest Implementation
- Collision Functions
- Object Oriented Programming Implementation
- Load Game

#### **Shivansh Mittal**

- Graphic Placement and Animation
- Menu Screen GUI
- Load Game GUI
- Save Game GUI
- Coins Implementation
- Obstacle Implementation
- Object Oriented Programming Implementation
- Save Game

BUT HONESTLY, IT WAS ALL TEAM WORK!!