



AP Course Project

Will Hero Game

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!!