Computer Science Final Project Report

Sarah Sollauer

My program was designed to be a simple game, targeted at young kids to teach the basics of recyclable versus garbage items. I realized after living with my roommates that this is not common knowledge as I always assumed it was. After being asked, “Sarah, can I recycle this?” multiple times, I decided it would be a cool idea to make a game that taught this.

As I am new to JavaFX and Scene Builder and learning about their features, I didn’t have the most complex game. I was focused on creating a simple game that was effective and used concepts we learned about in CS II. But in the future, I would like to expand the game into a two-player game that is a race to the finish line on a game board layout.

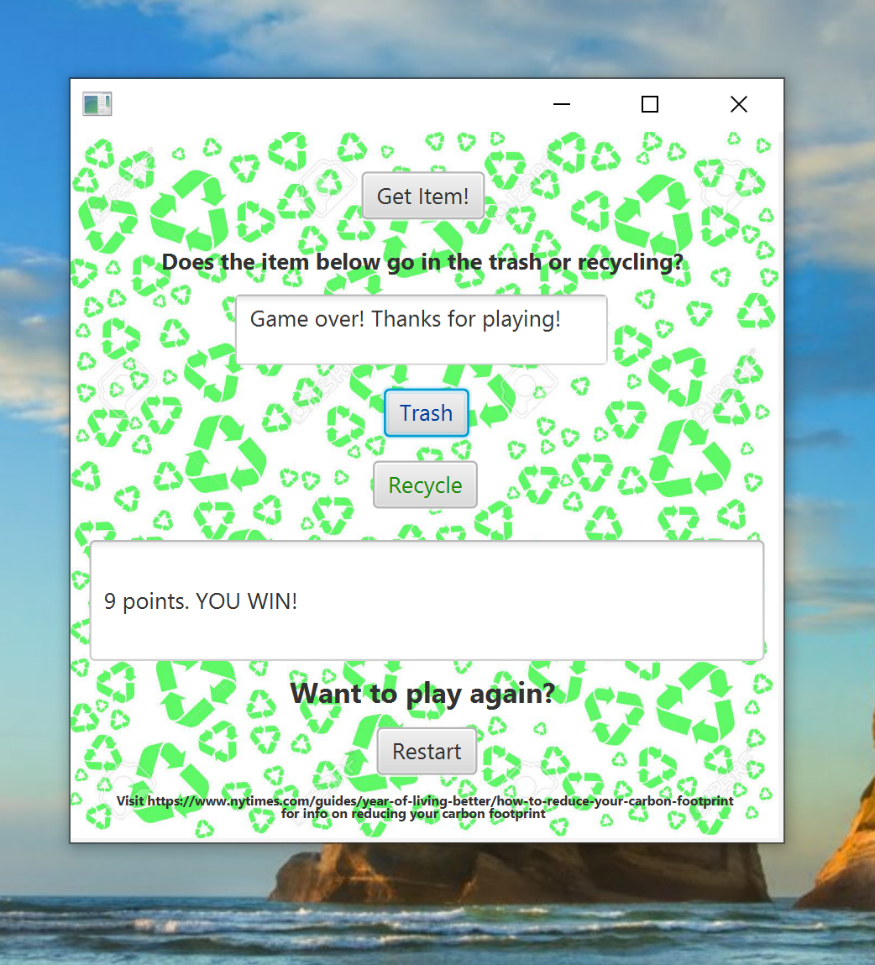
Currently, the goal of my game is to get to 9 points before the list of items runs out. A word will appear on the screen and the user will click “trash” or “recycle.” If the user chooses the correct option, they earn a point. If it is wrong, they lose a point. At the end of the game, the user has to choice to play again.

In my program, I used class definitionwith the wordInformation.java class which did not include main/ static methods or variables. The GarbageApplication.java class called methods from WI (wordInformation.java) and used them. The main purpose of the wordInformation.java class was to define an array list, which is an example of an iterator**.** The list includes items that are either thrown away or recycled.

This class also dealt with assigning each word to the correct button click and adding or subtracting a point based on that choice.

The garbageApplication.java class inheritedJavaFX’s application class and implemented initializable, which is a Java interface that allows you to call the initialize() method. This method is where I interjected all FXML information from Scene Builder, which is the application I used to design the layout of the game. A picture containing qr code

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