

WILL HERO

SRISHTI JAIN-2020543

MUDIT GUPTA-2020315

GROUP ID-1111

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GAMEPLAR
ZPLAY

Basics Of Implementation

- We have implemented all the basic concepts of OOPS which include Data Abstraction, Data Encapsulation, Inheritance between various classes, for e.g. types of Orcs extend a parent orc class and Polymorphism was implemented while making ArrayLists of the various game objects.
- The GUI was all hardcoded and placed manually using scenebuilder, while the transitions were coded using Timelines and Transitions
- Various fxml files were made corresponding to unique scenes

Problems Faced

- Determining Collision with orc and weapons
- Implementing gravity
- Serializing objects (saving user state)
- Shifting between scenes with data

Corresponding Solutions

- Created invisible boundaries around them and checked if boundaries intersect
- Used invisible rectangles to check collision
- Made things transient and initialized them
- Used toggle function

Individual Efforts

SRISHTI JAIN

- *Handled GUI Placements*
- *Transition and animations*
- *Serialisation and deserialisation*
- *Choose weapon*
- *Integrated OOPS and Javafx*

MUDIT GUPTA

- *Implemented gravity*
- *implemented collision*
- *Timeline animations*
- *Made falling platforms*
- *Handled User and Orc movements*

IT WAS A COMBINED EFFORT OVERALL & THERE ARE WAY MANY MORE THINGS TO LIST

Bonus Features

- *Loading page*
- *Select weapon of your choice*
- *Animation showing increase of coin, Scaling of Main Coin*
- *Animated Main Menu Page*
- *Live Environment, Smooth Transition*

Thank you!