BBM104 - Project Assignment 3 Checklist

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| Task | Status |
| Used JavaFx |  |
| Visually there is sky and earth |  |
| Drill machine has fuel, storage, and money bank |  |
| Machine attributes can be seen in screen |  |
| Fuel decreases with movement and with time |  |
| Money and haul increase with every collected valuable |  |
| Drill machine changes appearances depending on where it is facing |  |
| Machine is controlled with arrow keys |  |
| Machine cannot drill upwards |  |
| There is at least 3 types of valuable mineral and gems |  |
| Valuable mineral and gems each have different weights and values |  |
| Top of the earth has grass |  |
| There are boulders in the borders (except at the top) |  |
| Boulders cannot be drilled into |  |
| There are lava blocks |  |
| Lava destroys the drill and causes game over (red) |  |
| Running out of fuel causes game over with collected money (green) |  |
| There is gravity |  |
| There is more soil than other elements |  |
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| **Demo Video Link** |  |

UML Class Diagram

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