

Assignment 2

Exercise 1

1.2

Hint

We decided to make a hint button in the game, because this is a pretty standard feature, which we liked a lot. The implementation is written in the Board class and uses the same boolean principle as select.

Time bar

We decided to make a time bar, because it is cooler than time displayed in seconds.

Mute background music

A preemptive preventive measure to stop the player from experiencing heavy headaches while playing this game. Background music, in general, can be pretty annoying at times and it is always nice to have a mute button in these cases.

Motivational popup text

We decided to implement a shout out function to motivate the player. When a large increase of score is made, the player sees a text on the screen for a few moments which gives a random shout and a sound effect. The implementation is written in the Main class and is made using the animation timer of Javafx.

Exercise 2

Save option

In exercise 2 we implemented a save option. If you press save, a save method will be run in which all the information of the current game is written to a text file. When you press the continue button, this text file will be loaded and the game has the same score, time and board as the game you saved.

Motivation text

There are multiple choices we had to make when adding a save option. First we needed to decide whether it is possible to have multiple games saved at the same times. This isn't possible in our game, because bejeweled didn't seem the type of game where you need to save and load multiple games.

Then we had to decide what kind of file we should use to save in. First we thought about xml, but this was not really beneficial over a text file, because there is not a lot of information that needs to be saved and this can be done easier when using a text file.

Then we decided to use a FileWriter to write to the textfile, because there is just a single String that needs to be written to the file at once and when a new String needs to be written to the textfile, the last one can be overwritten.

Bonus for Bastiaan:

