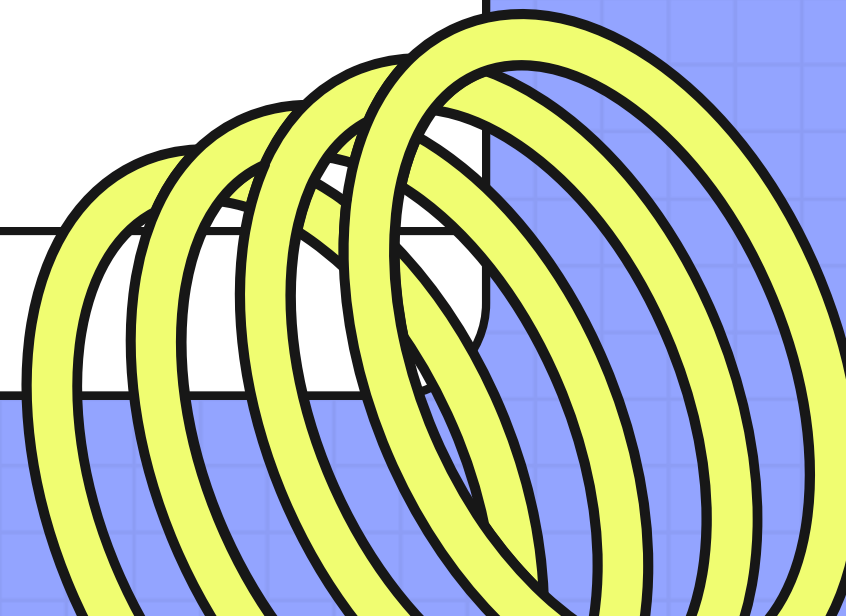


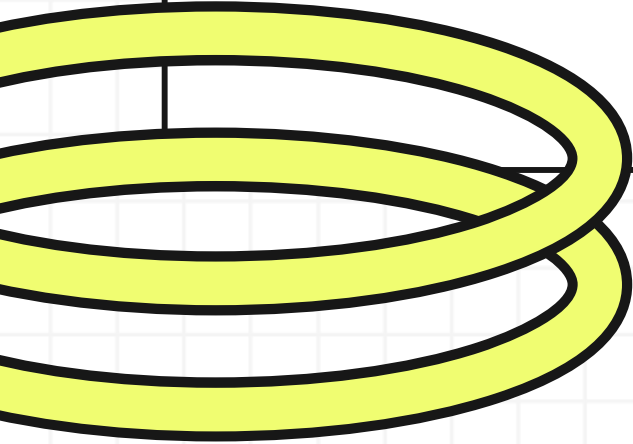



ADVANCED PROGRAMMING (CSE201)

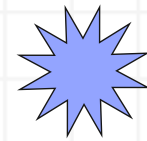
WILL HERO

SOURABH SEJWAL (2020476)
VAIBHAV WALI (2020257)

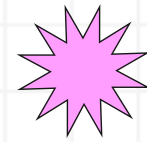




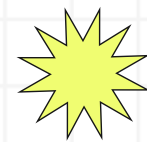
DESIGN & IMPLEMENTATION



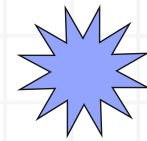
We tried to use a similar programming method as we had shown in our UML diagram. The character earns a single point with each forward movement



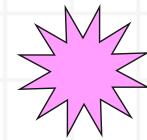
You have the choice to resurrect the player in exchange of 50 coins



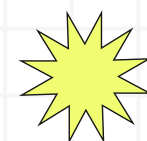
The character earns 50 coins after opening a coin chest and 1000 coins on killing the boss orc.



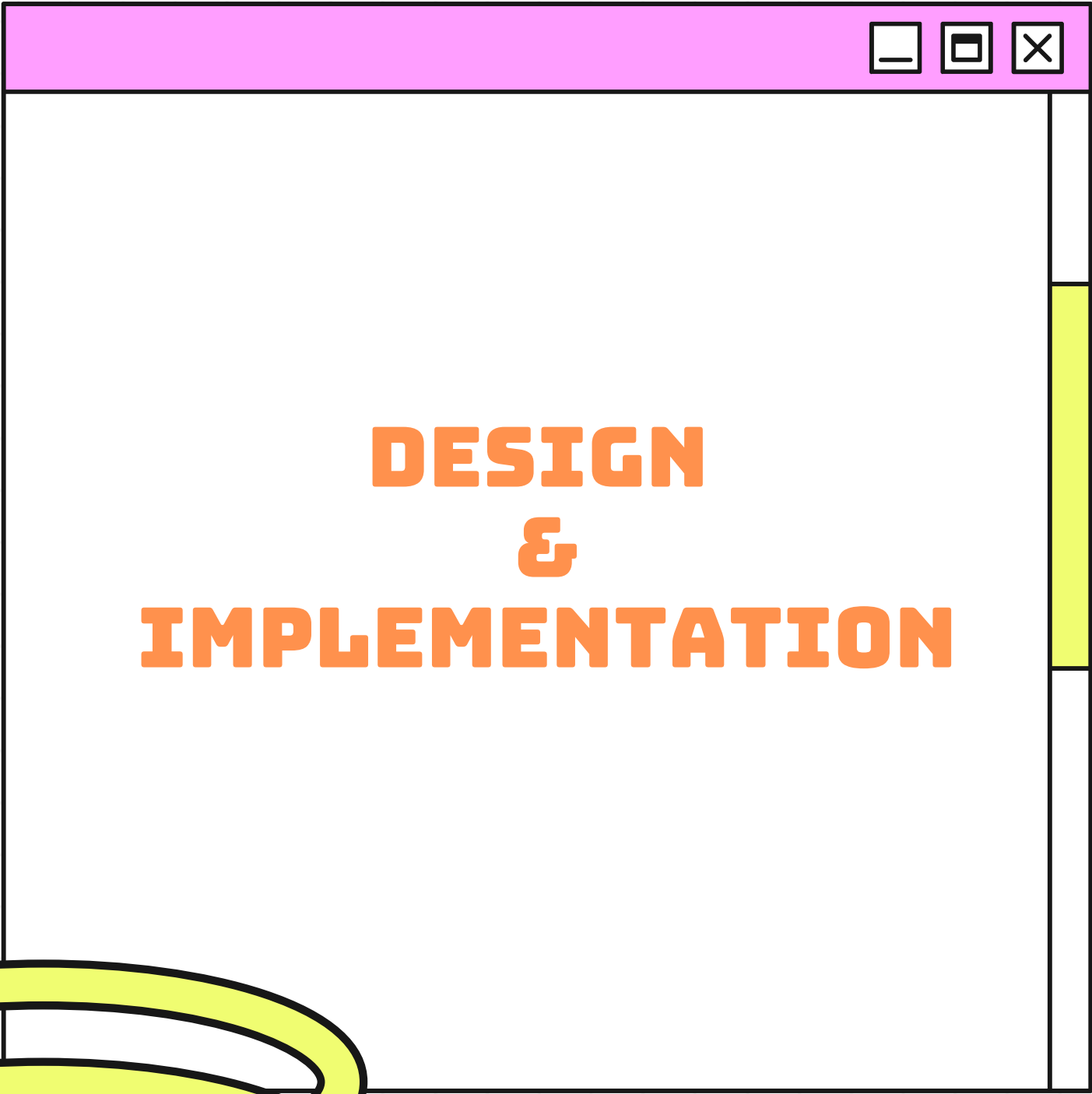
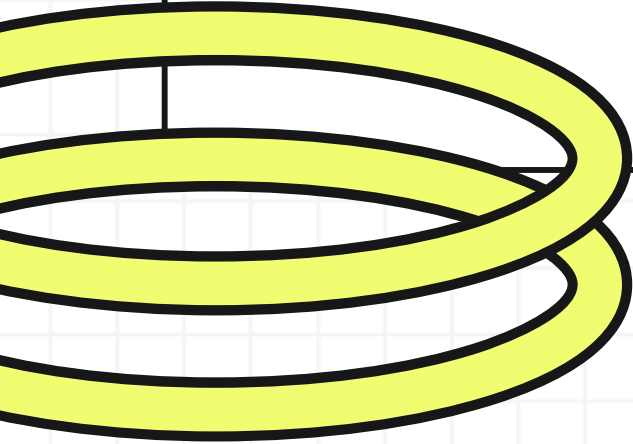

The character can equip either of the two weapons (sword or a knife) after opening a weapon chest. Further opening a weapon chest of the same type your weapons get upgraded



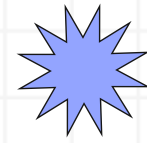
In case the weapon is a knife, its upgraded version are three knives in one throw and in case its a sword, its upgraded version is a longer sword.



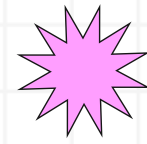
For an obstacle we have added a falling platform, if we step on this platform it starts to fall.



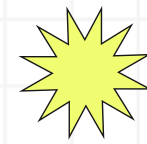
DESIGN & IMPLEMENTATION



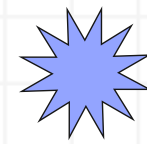
For glitch free and smooth working of the game it's advisable to wait 1 second after each tap.



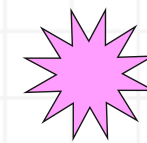
We have made the project with the help of java,javafx and scene builder.



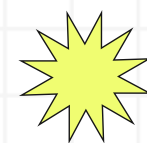
To make animation further smoother, the scene moves towards the left rather than the player moving towards the right.



the player peeks towards right and after ending move transition the player come back to the original position



Collision is detected with the help of animation timer. The saving and loading feature is done by making the serialisable interface.



We defeat the orcs using the weapons or using our timing by pushing them.

INDIVIDUAL EFFORT

SOURABH SEJWAL

✦ **FIRST DEADLINE:**
Uml diagram

✦ **SECOND DEADLINE:**
Finding apt pictures,
pause, animations using
scene builder.

VAIBHAV WALI

✦ **FIRST DEADLINE:**
Use Case Diagram

✦ **SECOND DEADLINE:**
Jump Animation, Home
Screen, Exit, Main Menu.



THIRD DEADLINE:

For the remainder, we helped each other out
along the way as we finished the code on google
meets together.

**THANK YOU
FOR
PLAYING!**

