COLOR SWITCH

(CSE201 : ADVANCED PROGRAMMING)

ABHYUDIT BADHUL 2019403
VIKHYAT YADAV 2019127

Implementation and Design

- We are navigating inside the game windows using the fxml files
- Play Game is used to load the game window and start the game
- Saved game loads the window where we can load all the saved games
- Problem faced were mainly in moving the obstacles and the ball in synchronization.
- We solved this problem by using animation timer and moved the obstacles downwards after the ball reaches a particular height.
- The help window basically tells the information about how to play the game
- There is a label which tells us the no of stars collected
- When the ball collides with obstacle we get a window to exit the game and tells your score and highest score till that instance in the game
- SINGLETON Design :We have only used a single database in the game
- We have used the iterator to make sure the we are accessing array of obstacles in a synchronised way.

Individual Contribution

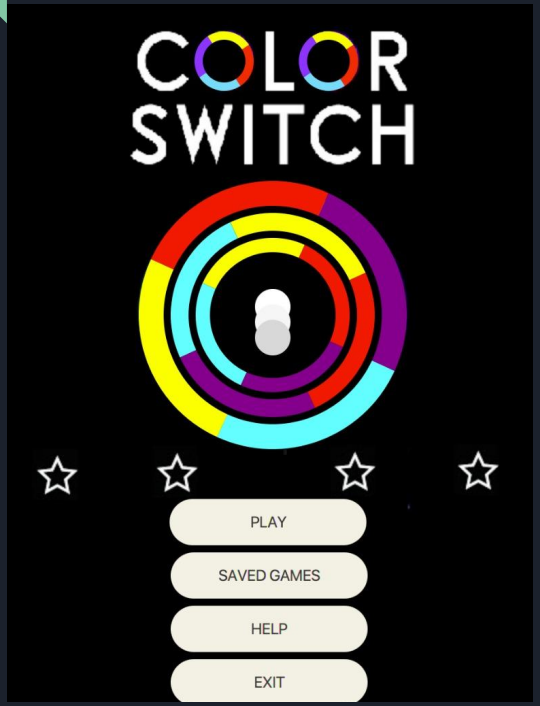
Abhyudit Badhul

1) UML: Class diagram
2) Star class
3) Movement of balls and obstacle smoothly and in synchronization
4) Counting and updating the stars
5) Detecting all the collisions happening in the game
6) Added css effect to every fxml files
7) Designed the ppt
8) Calibrated the speeds of obstacle

Vikhyat Yadav

1) UML : Use case diagram
2) Constructed 6 Obstacle classes
3) Color Switcher
4) Randomly generating the obstacle that displays on the screen
5) Designed all fxml files and added background music
6) Given animations to some obstacles
7) Saved the object's states to sequence of bytes and then rebuilds those bytes into real time objects

Bonus and screenshots



- Added the background music to the game
- Added the collision tune
- Created the hover effect on all buttons
- Introduced speed setting to the obstacles