

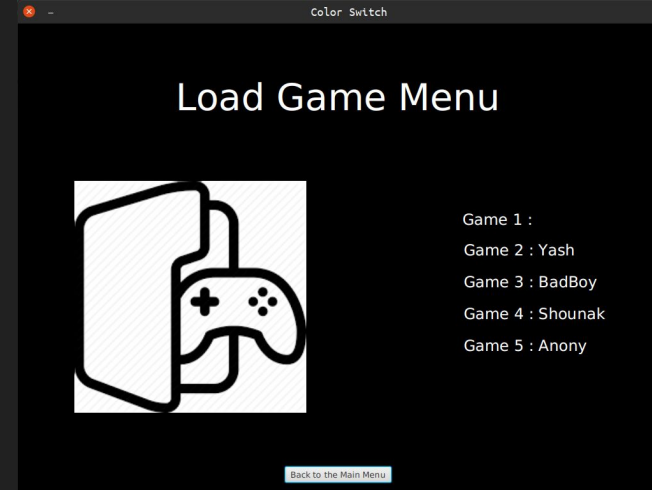
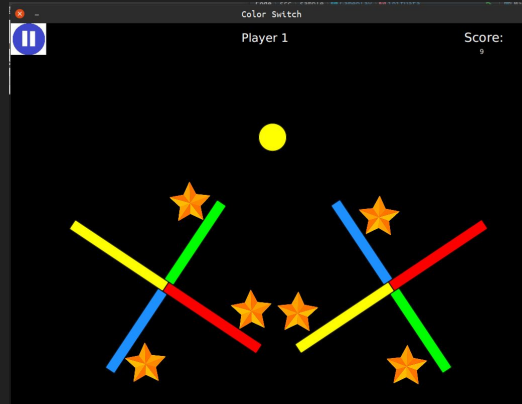
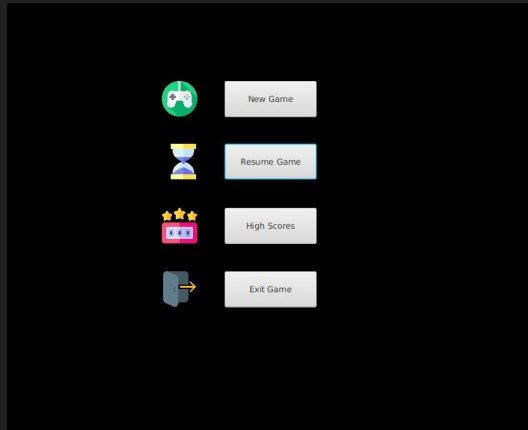
Color Switch



The game starts with a welcome screen, which leads to the Main menu. All Navigation is done using FXML files. The main menu allows us to start a new game, load from previously stored games, exit from the screen, and view the high scores. The game play implemented is infinite mode. In this mode, the obstacles are coming regularly. The score is being counted at the top of the screen. We also have a in-game Pause menu which allows us to save our game, quit or even restart if we wish. User can save a game and find it in the load menu next time she wishes to play.

Images

- The ball bounces with the key W. Dampening effect has also been added to the ball to make the movement look more realistic.
- Everytime an in-game menu is opened, the current progress gets stored in a temporary file, as it may be required by some other options.
- The pause game function allows the user to stop the game. The pause function has the choice of resuming the game, saving the game, and exiting the game.
- Load game screen offers a list of 5 Saved Games, which you can resume or overwrite depending on needs.
- Many design patterns like Factory, Flyweight, Iterator, Adapter, State etc are used.
- Some Images from the game :



Individual contributions:

Shashank:

- Implementing Ball bouncing using JavaFx.
- Implementing scoring mechanism.
- Implemented pause menu.
- Serialization and making the game resume and restart functionality in the game.
- Apart from these significant contributions in the form of minor implementation related help was also provided to the partner that ultimately bought the game to its present form.

Yash:

- Creating different types of Obstacles, implementing the constant spawning and their movement within the gameplay.
- Implemented high score for the game.
- Implementing collision logic and writing code for detection.
- Making static screens for GameStarting, MainMenu.
- Apart from these significant contributions in the form of minor implementation related help was also provided to the partner that ultimately bought the game to its present form.

Bonus:

Adding Background music. The game has a soothing background music that the player enjoys while playing the game.

Unique Obstacles which are different from the actual game and makes the user to enjoy the JavaFx in a much more holistic way.

Adding custom player names, and also making it easy to navigate the saved games, by allowing user based selection on which games to keep and which to discard.