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** | https://youtu.be/CeaG28XYDYo |

UML Class Diagram

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