

Our senior year DDM required us to make a monopoly game in JavaFX, while also using an SQL database. This program required classes for the player, the game, and the tiles, as well as one for accessing database information. The player and tiles classes would handle storing all the required data for the game and the game class would be in charge of managing and running the game itself.

I started making basic outlines of each class and the data they stored. My biggest steps were making the visuals for the board and the actual board controller itself. The first things I did were allow the player to move, and receive money. After that I added the ability to pull the properties list from the database and assigned them to the proper tiles. I then worked on storing the game into the database and allowing the player to buy and sell properties. The Final additions I made in my game were buying and selling houses as well as railroads.

This assignment was really good for teaching me how to work with databases. It also helped me learn how to work with more JavaFX elements such as using an ImageView in code. One of my biggest challenges was saving and loading a game to and from the database. I really struggled with the SQL functions, but after putting enough time and effort into it I eventually figured it out.