Milestone 3

Documentation

Additional Feature

1. Login Account (Login+Password Reset+Loading progress Bar): It was hard to implement because I didn't have sufficient knowledge, I did online research to learn to know how to catch string typed by users and It needed a lot of code restructuring because of its links. I connected the splash screen to login. Login to progress. Progress to the game menu. In Login if the password is wrong, it gives a string on the Same Screen. In reset, if Username does not exist, if the password doesn't match with re-enter password, if password left blank, it gives a different string for the different situation on the same screen. For loading progress bar, I did an online search and learnt more about Timer and ActionListener.
Username: Admin
Password: password

2. CheatCode: Like GTA games I wanted to implement Cheat Code. I knew it will be hard but wanted to implement it. But through online research, I got to know how to catch the string typed by the user. But still, it was very difficult to implement the result of a cheat in game class as I needed to check whether cheat code panel is active or not. When user press "Enter" Cheat Panel will open and If user press "IRON" team Iron Man will win and also make its score 4:0. If user press "CAPTAIN" team CaptainAmerica Man will win and also make its score 0:4.

Other Features: Audio; Splash Screen; Game Menu; Game Selector(Level Selector); Game Over and Game Win (Team Iron Man/Captain America win) screen.

In this game, the player can be cornered. To avoid cheating, when player one cornered player two, his attack will be counted only once which add another feature, Game Correctness

I tend to make this game as real game as possible.