

# **AP-Project-Deadline2**

## **Over-View**

1. Started with making different screens which will be encountered before actually playing game and after playing game such as MainScreen, SaveGameScreen, LevelScreen, PauseMenuScreen and then IngameScreen.
2. Made different subClasses for bird such BlueAngryBird, BrownAngryBird and RedAngryBird and also for Pigs such as FattyPig, KingPig and SmallPig.
3. Make sure that everyScreen has proper functioning ImageButtons which helps in moving from One screen to another.
4. Made Victory and losing pages which can be shown using W/L key mechanism for right know

## **How to run the application**

1. Download the code from Git Hub.
2. Install the necessary dependencies like JRM, libgdx JAR file, JVM, IDE, gradle.
3. Navigate to the Lwjgl3launcher.java file inside the lwjgl -> src -> main -> java -> Lwjgl3launcher.java.
4. Run the Java file, and then you can use the application.

## **Sources**

Used AngryBirdWki for images: [https://angrybirds.fandom.com/wiki/Angry\\_Birds\\_Wiki](https://angrybirds.fandom.com/wiki/Angry_Birds_Wiki)

Buttons designing from Canva.

Used FreePick(AI generated images platform) for Background

:<https://www.freepik.com/pikaso/ai-image-generator?sign-up=google&style=noStyle>

Used Canva for designing buttons: [https://www.canva.com/en\\_in/](https://www.canva.com/en_in/)

For code help, used Documentation: <https://libgdx.com/wiki/start/simple-game-extended>

