Specifications that are completed

Main

1. Change the player class name (Minah.java) and its instantiated object "minah" to your short name for example "Joyah.java" and "joyah" if your name is Joyah.
2. Create a superclass called "Item" to make Minah and Monster to become its subclasses.
3.
4. Add restart function.
5. Add Minah and Monster collision detection. If they collided, the game is over.
6. Add two (3) more monster for a total of 4 monsters.
7. Customized Minah image to a minimum of 8-point polygon in a 30x30 pixels square.
8. Customized the welcome sound in the game. The wav file created must be generated by
9. your own vocal cord only (speech) and sounds close to the original opening sound. Your
10. name must be identifiable in the sound. Rename the files to your short name for example
11. "minah.wav".
12. 9. Change the original color/font/positioning to make it unique with better playability.
13. 10. Basic OOP concepts of Instantiation, Encapsulation and Inheritance should be present by
14. the time all tasks completed.

BONUS

1. Add the keyboard arrow keys to control the player's movements.
2. Customized monsters' images to minimum of 10-point polygon in a 30x30 pixels square.

Not Done

Main

3. Enhanced "hunting" function. Current hunting function moves monster randomly.

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Screenshots of Gameplay