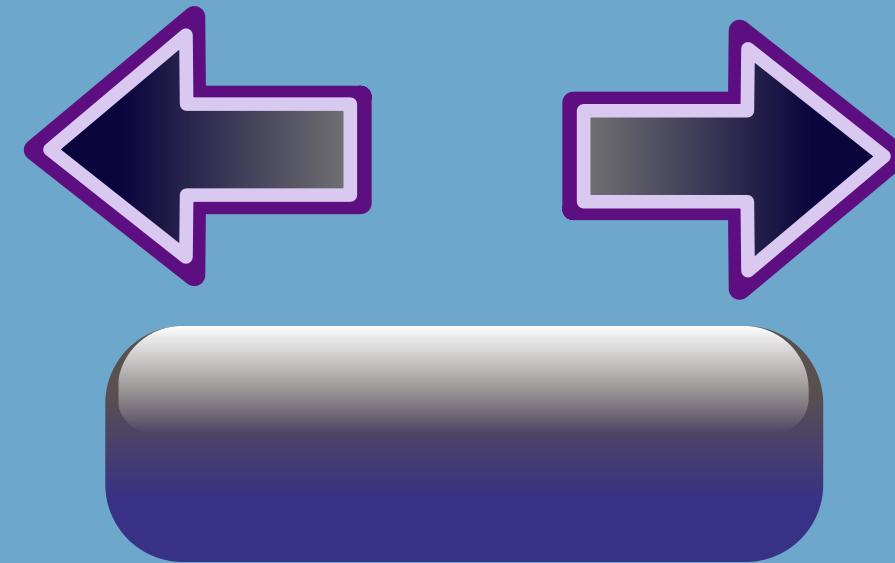# Project Documentation

Features:

-DifferentCharacters available at the store. Coins collecting to buy characters.

-Stuff that decreases health (spikes and meteors).

-New design of the game environment.

and more.

Controls:

Overview:

THIS IS OUR OWN EDITION OF THE FAMOUS ICY TOWER GAME, IN WHICH THE PLAYER JUMPS FROM ONE BAR TO ANOTHER TRYING NOT TO FALL OFF THE SCREEN. WE ADDED MANY FEATURES TO THE ORIGINAL GAME. WE HOPE YOU ENJOY PLAYING.
HAPPY JUMPING!

LEO TOLSTOY

ROLES

Basmala Abdelhakim:
-TEAM LEADING
-DESIGNING AND IMPLEMENTING :
GAMESCENE CLASS
-BACKGROUND DESIGN.

Fayza Mahmoud:
-DESIGNING & IMPLEMENTING :
-COINS CLASS
-METEORITES CLASS
-SPIKES CLASS
-HEARTS

Menna Tawfiq:
-DESIGNING & IMPLEMENTING :
THE PLAYER CLASS
-FINISH SCENE CLASS
-BACKGROUND DESIGN

Mariam Osman:
-DESIGNING & IMPLEMENTING :
-STAIR &STAIRS CLASSES
-DOCUMENTATION

Farah Mahmoud:
-DESIGNING & IMPLEMENTING :
-MAIN SCENE CLASS
-STORE SCENE CLASS
-ABOUT US SCENE CLASS
-GAME OVER SCENE