# Description & Features

Stuff.

# Classes

SharedSettings: Contains common values that are used throughout the game

SceneManager: Manages which scene is currently active. Updates and draws the active scene

InputHelper: Static helper methods for dealing with control input

HelicopterGame: The game class

MenuScene: The menu scene for the game. Allows users to select a scene

HowToPlayScene: Displays information about how to play the game

HighScoreScene: The high score scene for the game. Displays the top 5 high scores and allows users to  
 enter a 3 letter name if they get into the top 5 scores.

HelpScene: Displays a description of the game

CreditScene: Displays the credits for the game

ActionScene: The playable scene for the game. TODO!

MenuComponent: Handles the menu scene input and draws the menu entries.

HighScoreEntry: Represents the data for an entry on the high score scene.

FlashingTextDisplay: Displays text on screen that flashes on and off

TextDisplay: Displays text on screen

Sprite: Abstract class for any textured sprite. Simplifies creating up new sprite classes.

ScreenLoopSprite: A sprite that continuously loops from left to right on the screen in a seamless fashion.

AnimatedSprite: A sprite that has animation frames.

GameScene: Abstract class inherited by all Scenes in the game. Handles the drawing and updating of   
 scene components.

Obstacle: A collidable sprite for the player to avoid that scrolls from right to left.

ICollidable – Interface: Interface with methods for getting an objects bounds and for notifying the object   
 of a collision.

Helicopter: The helicopter that the player controls. It is always falling unless the player is using one of   
 the input keys in which case it starts to rise. It can collide with obstacles and the borders.

Explosion: An animated explosion that plays when the helicopter crashes.

CollisionManager: Checks for collisions between the helicopter and obstacles or borders. Notifies the   
 colliding objects of their collision so they can react to it.

Border: A collidable sprite for the scrolling top and bottom borders of the action scene.

# Resources

* Background Texture: <http://opengameart.org/node/7910>
* Border Texture: <http://opengameart.org/node/9740>
* Obstacle Texture: <http://opengameart.org/node/7843>
* Border Collision Sound: <http://www.freesound.org/people/severaltimes/sounds/242859/>
* Helicopter Sound: <http://www.freesound.org/people/lezaarth/sounds/232818/>
* Obstacle Collision Sound: <http://www.freesound.org/people/DJ%20Chronos/sounds/123226/>
* Invalid Key Press Sound: <http://www.freesound.org/people/Splashdust/sounds/67454/>
* Menu Selection Change Sound: [http://www.freesound.org/people/broumbroum/sounds/50561](http://www.freesound.org/people/broumbroum/sounds/50561/)
* Back To Menu Sound: <http://www.freesound.org/people/broumbroum/sounds/50557/>
* Menu Selection Sound: <http://www.freesound.org/people/broumbroum/sounds/50565/>
* Beat Highest Score Sound: <http://www.freesound.org/people/Kastenfrosch/sounds/162476/>
* New High Score Sound: <http://www.freesound.org/people/plasterbrain/sounds/242855/>
* Menu Music: <http://incompetech.com/music/royalty-free/index.html?isrc=USUAN1400046>