

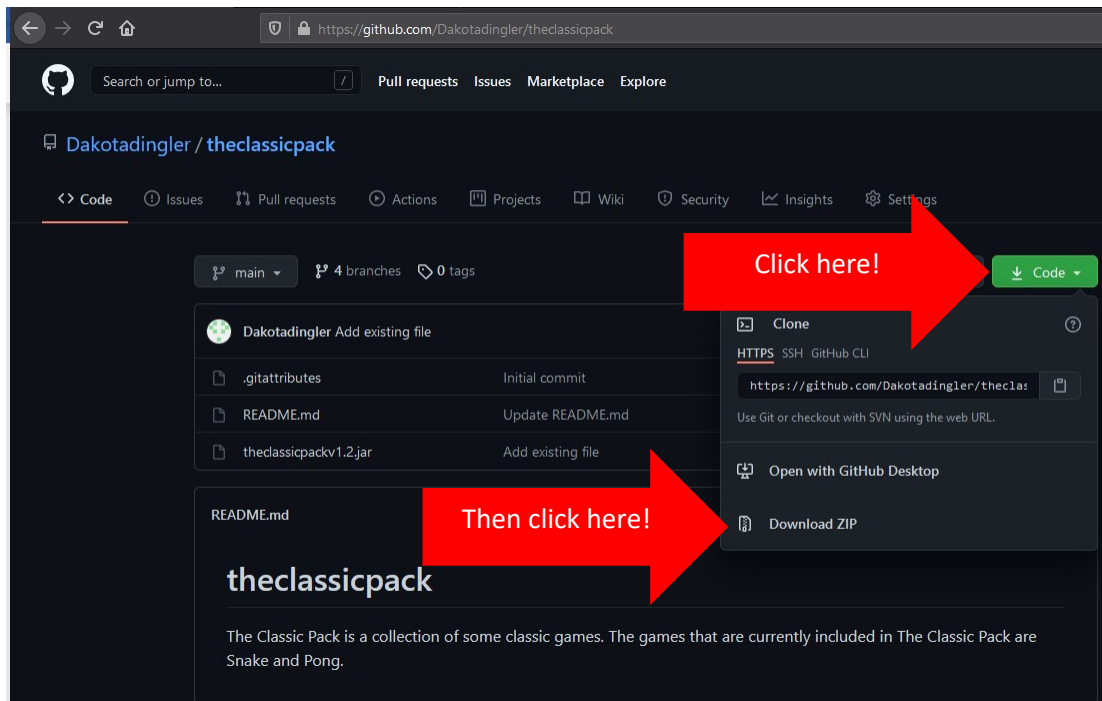
The Classic Pack

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Downloading the Game

Head over to github.com/Dakotadingler/theclassicpack to download the game. Once the page load click on the green code button, then click on the download ZIP option.



After the file is done downloading head over to your downloads folder and right click on the ZIP file. Next select the extract all option and extract to your downloads folder.

Running the Game

In order to run the classic pack, you will need java 14 or newer. To download the latest version of java, go to <https://www.oracle.com/java/technologies/javase-jdk16-downloads.html> and download the correct file for your operating system.

After ensuring that you have the correct version of java you will need to open the command line and type `cd C:\Users\your_user_name\Downloads\theclassicpack-main` (Note: you may have to type an additional `\theclassicpack-main` to be able to access the file.). Now type, “`java -jar theclassicpackv1.2.jar`” to run the file.

Instructions for Snake:

Snake is a classic game that has you play as a snake. The snake eats apples to score points and grow. As the snake grows you must avoid running into the walls and the tail of the snake. In the Classic Pack poisonous apples have been added for you to avoid as well. If you run into the poisonous apples the length of the snake is reduced by one square. One point and a life will be deducted as well. You will start with three lives, if all three are lost then the game ends. Before starting the game make sure to select the color of the snake, and the difficulty of the game (See picture below for how to choose these options).

In the classic pack the game of Snake uses the following controls:

W – Changes the direction of the Snake upward.

A – Changes the direction of the Snake to the left.

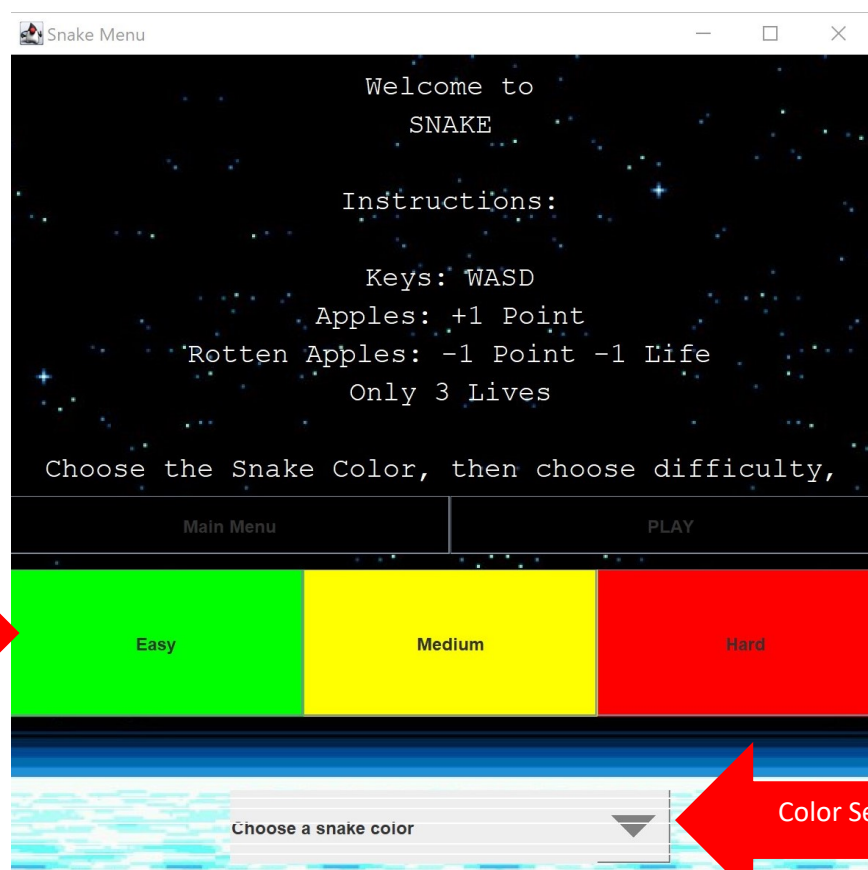
S – Changes the direction of the Snake downward.

D – Changes the direction of the Snake to the right.

M – Goes back to the menu for Snake after the game is over.

P – Pauses the game.

R – Resumes the game



Difficulty Settings

Color Selection

Instructions for Pong:

Pong is a classic game in which you play a game of ping pong against the computer. You control the paddle on the left-hand side of the screen using the controls mentioned below. The goal of the game is to score on the computer by using the paddle to deflect the ball away from your goal. The game will end when either you or the computer hit the specified number of points. Before starting the game make sure to select the game difficulty, ending score, and the color scheme for the ball and paddles (See the picture below for how to choose these options).

In the classis pack Pong uses the following controls:

W – Moves the paddle down towards the bottom of the screen.

S – Moves the paddles up towards the top of the screen.

Esc – Pauses/Resumes the game.

