README

Press space bar to extend the stick when on a pillar or to flip the player while moving.

Press the 's' key when on a stationary pillar to save current state and resume play later.

Run Singleton_junit_runner is used to run junit tests for the userclass class

 Run factory_test_runner is used to run junit tests for the shapefactor

 The round arrow at the bottom right of the starting screen represents the laid game implementation.

 Multithreading is used in windowsopen and windows close which is a part of the new idea class

Run the helloapplication to run the main game.
Singleton pattern is used for userclass to ensure only 1 instance of userclass

Factory pattern is used to generate shapes(Line and Rectangle) fro a cleaner code

Transition and Timeline are used to animate the motions

JUnit tests are given for userclass and shapefactory.