CosineLine package:

GamCosineLine class: Main container for the game. Handles screen switching and holds constants used across multiple screens.

Screens package:

ScrMenu: Title screen for the game.

ScrGame: The game screen. Handles all game logic.

ScrInstructions: The instructions screen.

ScrScratches: The scratches menu. Use this to go to all scratches.

Scratches package:

ScrPlayerScratch: Scratch dealing with player movement in the cosine wave pattern.

ScrButtonScratch: A scratch to test clickable button sprites. Button prints out “Button hit” when clicked.

ScrMusicScratch: A scratch to handle background music. Music starts playing when the scratch is started.

ScrRandomGenScratch: Scratch handling random obstacle generation. The screen randomly generates obstacles. Hitting space moves through the world.

ScrCollisionScratch: Scratch handling collision detection. When the player hits the obstacle it prints “Hit obstacle”

Sprites package:

Player: The player object. Handles the player movement and rotation.

Obstacle: An abstract class for all obstacles to extend.

CircleObstacle: An extremely simple non-moving obstacle shaped like a circle.

MovingObstacle : An obstacle that moves. It takes the shape of a rounded rectangle and moves horizontally.