CHANGES MADE TO THE CODE.

1. LevelParent.java

* Restructured the functions to be called in a UI Loop for ease of access.
* Called “winGame” function in goToNextLevel function to stop the loop and show user of the win image. **This also avoids the timeline for level one loop to overshadow the timeline for level 2 loop. This is because CONCURRENCY is not set yet to manage various calculations yet.**
* **goToNextLevel** function receives an object as a parameter and not a string anymore. This is needed to notify the observer using object to avoid further errors.

1. Boss class

* Boss image URL is changed to the correct one. The image name is connected to the ActiveActor class image invoker. Ensure you limit the URL to fit the invoker to avoid nullPointerException while searching for the image in the route path.

1. LevelTwo.java

* InstantiateLevelView() function. Returns **new** LevelViewLevelTwo object.

1. LevelOne.java
2. ShieldImage.java

* Fixed the input of the shield image and changed from .jpg to .png.

1. HomeScreen.java (Added Page)

* This introduces the gamer to the game.

1. Controller.java (Route Controller)

* Sets up new scenes (<body> tag) to the DOM (stage).
* Every Scene has a root node (<div> element) that can have multiple.
* **Every file in that game (component), returns a Scene node (<body> tag).**
* **The addition of other nodes in the is done with “Absolute positioning”, unless using JavaFx Scene Builder (FXML).**
* Added and If statement to the component to easily swing through multiple scenes easily.

1. Main.java

* setResizable() to true.

1. Added classes

* HomeScreen
* PauseButton
* PauseScene
* PlayButton
* RestartButton