

READ ME FILE (ANGRY BIRD PROJECT)

Members :

- 1) Jatin Kumar (2023260)
- 2) Avi Yashvardhan Mattoo(2022120)

Contributions :

- 1) Jatin kumar:

i) Creation of All Screens:

- Level Screen
- Home Screen
- Game Play Screen
- Pause Screen
- Win / Lose Screens
- Select Level Screen1
- Select Level Screen2
- Main Screen

ii) Implementation of All objects:

- ❖ Birds Package
 - Red Bird.java
 - Yellow Bird.java
 - Blue Bird.java
- ❖ Pig Package
 - Small Pig.java
 - Medium Pig.java
 - Large Pig.java
 - King Pig.java
- ❖ Sling short.java

- 2) Avi Yashvardhan Mattoo :

- ❖ i) ReImplementation of UML & USE CASE DIAGRAM
- ❖ ii) UI Designer
- ❖ iii) Provider of All Screen Images and Buttons
- ❖ iv) Provider of Angry Bird Images
- ❖ v) Provider of Pig Images
- ❖ vi) Provider of Slinghort Images
- ❖ vii) Level Screen Implementation

Resource Information :

- 1 → All images of Screen and buttons are taken from this website : [MaterialTakenFromHere](#)
- 2 → And other resources taken from : [Google](#)

STEPS TO SET-UP, RUN AND TEST THE PROJECT :

1. Import the entire project repository onto your device from GitHub.
2. To clone the entire repository into your device the terminal command “git clone <<Repository URL>>” may be used.
3. The Repository URL can be copied by clicking on the green “<> Code” button on GitHub and copying the URL under ‘HTTPS’.
4. The entire repository can then be imported into a location chosen by the user.
5. The Device should have LibGDX and IntelliJ IDEA installed to run the game.
6. Open the LibGDX Launcher and run the code.
7. The game should run in a new window under suitable conditions.