**Joe Davis Java Project Milestone 3 Details:**

**Instructions:**

* Character is controlled by WAD, Q and E are used for dashes which can be used only on the ground.
* Game can be saved using J and loaded using K.
* Avoid the enemies and collect all the collectibles to be able to get through the door to the next level.
* GUI buttons can be used for functionality such as pausing, resuming, restarting or just to skip to the next level

**Extra feature - Sound:**

* I’ve implemented different background music for each level which works with the buttons and the saving and loading, meaning it does not clash. Collectibles produce a sound when acquired and enemies have unique hit sounds when they collide with the player.

**Save/Load:**

* Full saving and loading capabilities by using keys J and K. The game can be saved or loaded at any point and will resume game progression if loaded, including player health and collectible count. All bodies of the level will return to the position they were saved in, or will not be generated if already destroyed in the level.

**Other details:**

* the game consists of 3 levels, each increasing in difficulty and introducing new enemies. The game has 4 dynamic bodies (Player, Enemy1, Enemy2 and Collectibles). In the code I make use of packages to sort my classes and the levels demonstrate inheritance of the GameLevel class. My naming conventions are appropriate for their purposes and are easy to understand.

**Javadoc classes:**

* GameLoader.java in the FileManipulation package
* GameSaver.java in the FIleManipulation package
* Level1.java in the Levels package