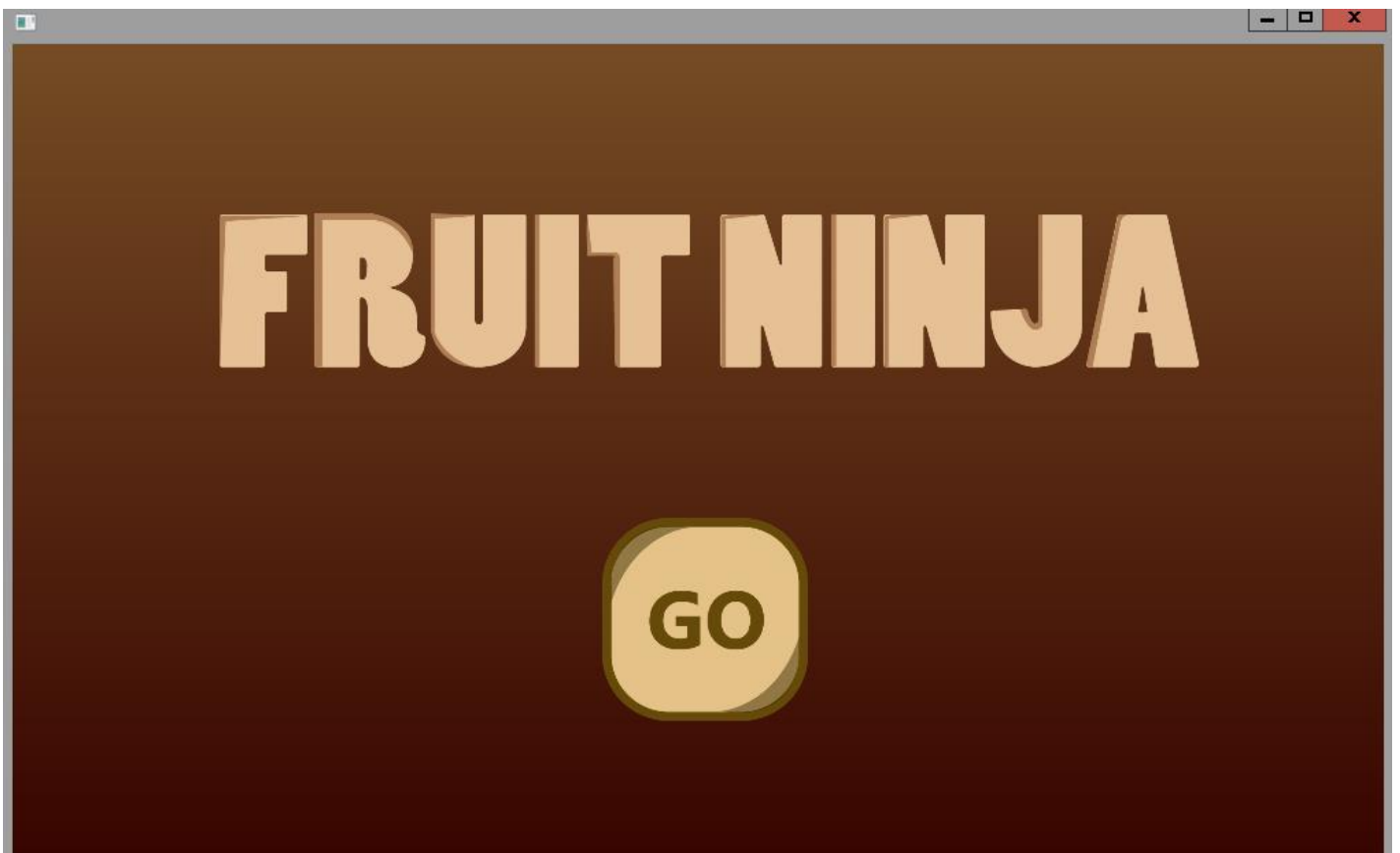

USER GUIDE & REPORT

FRUITS NINJA GAME

Program GUI:

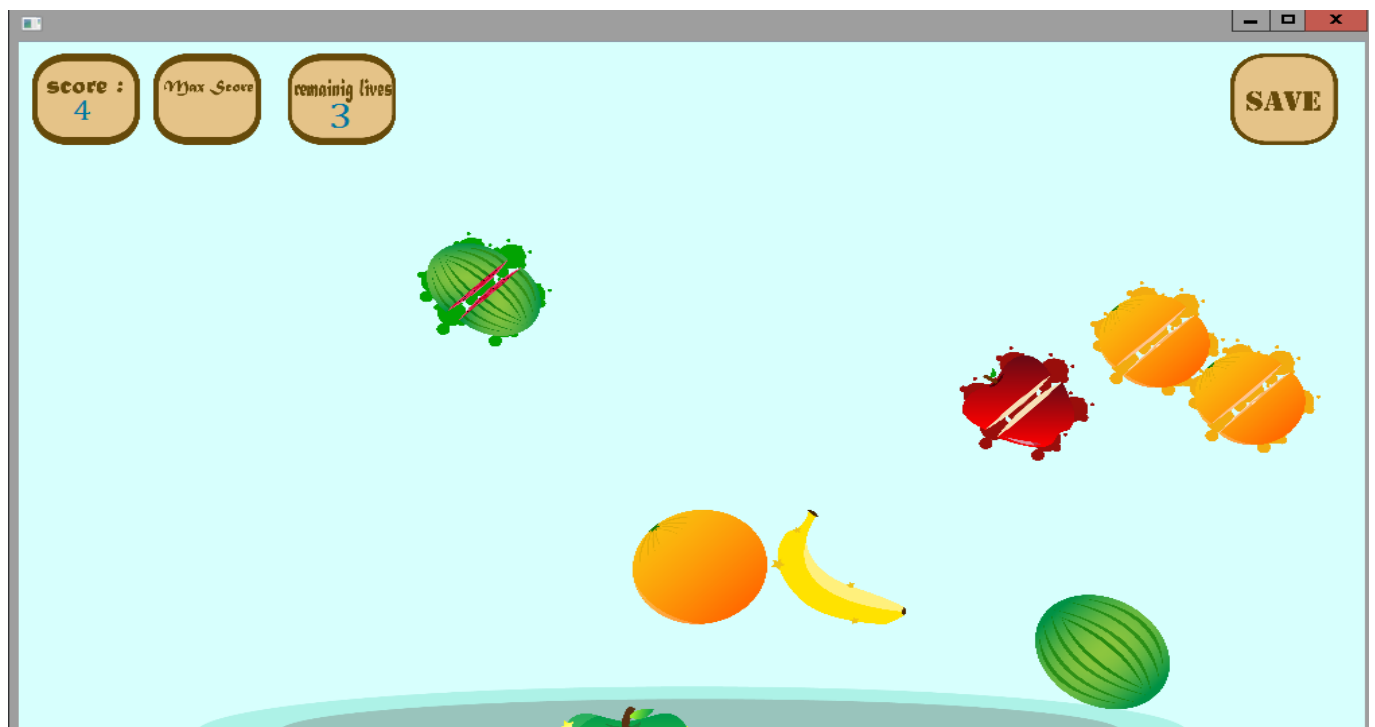
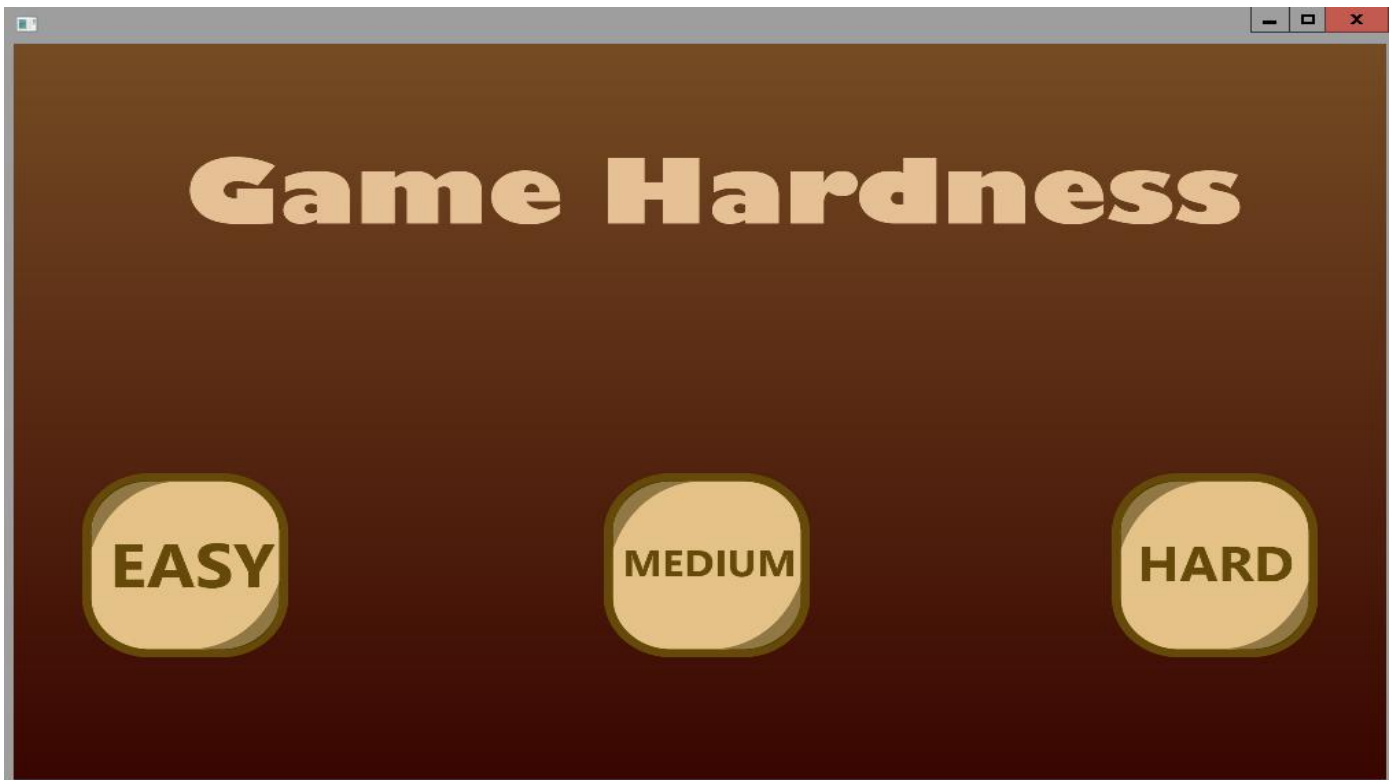
When user **runs** the program (.Jar File) this window will appear ...

User should **click** on **Go** button to enter the game



Then user is prompt to choose a **level** to play in the next scene as shown below by **clicking** on it.

User have three levels to play



Included design patterns:

1. Command Pattern

Intent

We use it to handle **save** and **load** buttons.

2. Factory Method Pattern

Intent

We use it to **create** the game objects such as

{Apple,Orange,Banana,Melon,Bombs} through two factories one for fruits and another for bombs .

3. Singleton Pattern

Intent

We use it to **create only** one object of the game controller.

4. Observer Pattern

Intent

We use it to **update** score and time labels continuously while playing.