Geometry Dash Classes

**Game Class:**

* Creates the Jframe.
* Main class

**GamePanel Class:**

* Creates a panels for all the different states of the game.
* Starts the thread and runnable.
* Creates the state Manager object.
* Controls the frames per second of the game.
* Adds paint component and the key listener methods (keyPressed and keyReleased).

**StateManager Class:**

* Uses Java stack to control the different screens of the game.
* Starts the game by pushing the state to the menu class.

**State Class:**

* An abstract class which is used as the building block for the levels
* Contains all the methods needed to create the levels.
* Starts the state manager and sets the initial coordinates of the offset values.

**MenuBackground Class:**

* Creates a screen to display the name of the game and starts the menu class.

**Menu Class:**

* Creates a menu to display the options to play, help or quit.
* If the play button is pressed then the player select class is called.
* If the help button is pressed then the help class is called.
* If the quit button is called then the game is closed.

**Player Class:**

* Construct the player of the game and maintains the character in the middle of the Jframe.
* Controls the movement mechanics and the collision of the player.
* Also controls if the user dies (when it hits a wall or any of the objects).

**PlayerSelect Class:**

* Asks the user to pick their desired character model (3 options).
* When any of the characters is chosen and the character button is pressed, the level select class is called.

**Level1State Class:**

* Creates the level one of the game.
* Has all the objects of that level.

**Level2State Class:**

* Creates the level two of the game.
* Harder level, more spikes/blocks.
* Has all the objects of that level.

**Help Class:**

* The help class will display the controls needed to play the game.
* It will contain images of the keyboard explaining what the user needs to use to play.
* When the user presses enter, it will return them back to the main menu.

**DeathS Class:**

* Creates the death screen for the game.
* Allows user to choose between going back to the main menu or quit the game.

**WinS Class:**

* Creates the winning screen for the game.
* Shows the users score for that level.
* Allows user to choose between going back to the main menu or quit the game.

**LevelSelect Class:**

* Asks the user to select the level they want to play.
* Has two options, level one or level two.

**Block Class:**

* Creates rectangles that act as the base of each level.

**Spikes Class:**

* Creates triangles that act as the obstacles for the user to avoid, and triggers death if the spikes are hit.

**Collision Class:**

* Determines if a point is located inside either the block or the spikes.

**Images Class:**

* Imports all the pictures that are used across the whole game.
* Imports the audio used for level one and level two.