Geometry Dash Methods

Intit Methods:

* This method will call all the other classes such as the player, blocks or the spikes classes.
* This method is also used to execute any other tasks that only need to be done one in the runnable frame of the game.

Persec Methods:

* This method will call any other classes which change the value of something every tick, such as the position of the background, blocks and spikes.
* This method is also used to call the collision part in the player class every tick.

Draw Methods:

* This method is used to draw all the components of each level, on every tick. For example, updating the score and the running background.

KeyPres Methods:

* This method is used to detect the input of the user using key Listener, and performed actions such as moving the background and all other components in the direction pressed.
* This method also controls the selection of the menus
* Also controls the jump mechanic

KeyRel Methods (temporary):

* This method is a temporary method just to test out the game while it is in the process of being built. This allows us to stop the player whenever we let go of the key and controls some of the jump mechanic
* This method will not be in the final version of the game, as in geometry dash you don’t stop moving.