**Game Information**

1. **Info:**
   1. Move character with WAD keys (W – jump, A – move left, D – move right)
   2. Collect all the snacks within the game to proceed to the next level (these snacks may fall from above or be stuck in place)
   3. Avoid all traps and enemies within the game
   4. The character has 10 lives
2. **Extra Feature**: there are multiple sounds within the whole game. There is the background music which runs throughout the whole game. Every next level, there will be new sounds playing on top of the background music which complements the appearance of the game level (level 2 has lava sound, level 3 has a Christmas sound, etc.). There are also different short sounds when colliding with enemies or traps and picking up snacks
3. **Save/Load**: My save function can save every Body in the current level, it saves the position depending on the float values listed on the same line as the body in the text file. The save function also saves the level, the amount of lives left, the number of snacks collected. It also saves the amount of time left in the game. The load function loads the level the character was saved from and it also loads the lives, the collectibles and the amount of time left based form the text file.
4. **Other Features**: the other feature in my game is the timer which runs throughout the whole game. This is displayed at the top left of the screen and the user loses if this timer runs out, the game must be completed within this time frame. This will also display text in the middle if the timer runs out.
5. **Game.java, GameLoader.java, GameSaver.java**