Firstly iam used some codes which teacher wrote in class for example Window class GameObject class KeyInput class and etc. I am added one joptionpane with java swing joption at entrance it gives some information about game.In game we have 1 player and four standart enemies.Enemies move randomly and we run from objects.With Hud class I added healthbar also show player`s health and coins.Iam added 2 different enemies which color red.After we reach coins 30 one of the red enemy added automatically when we reach 40 point the other enemy added finally when we reach 50 points game will be end.Red enemiy collision ended game automatically and blue enemies reduce 1 health.After health reduce under 20 the health points coming every of them give 5 health points.After pass every level +20 health increase.In obj1 class I wrote codes for blue objects which hit the border and go back.

I don't know why this happen, there will be some render problems if it happens please exit and run again ☺.