***ReadMe***

**Steps To SetUp and Run**

1. Download the folder containing the project
2. Open the folder in IntellJ with a destination folder in mind
3. You will find the “Current File” > “Edit Configuration”
4. Go to the “+” and add “Application”
5. Add name as “AngryBirds”
6. Choose JDK 22 or 23
7. Choose “AngryBirds.lwjg13.main” as the module
8. Launcher as = com.birds.game.lwjgl3.Lwjgl3Launcher
9. Select a working directory
10. Apply and OK
11. Now you will be able to run the application

**Inside The Application**

1. Click on the Buttons to see all available screens (**HomeScreen, LevelSelectScreen, GameSelectScreen, PauseScreen, EndScreen)**.
2. To see WinScreen and LoseScreen. Click on bottomright(Lose) or bottomleft(Win) these are dummy interactions. Both these screens are handled by the **EndScreen.**
3. You can close the application using the cross at topright as always

Some Points that cover how Application (Static GUI) works

Using Game as Superclass of AngryBirds

Rendering Images using Texture and SpriteBatch of Stage

ViewPort used is StretchViewPort

The clicking is done by checking for the click in region of the Button

The region also changes depending on how application is resized so that as the Texture of Button Stretches or shrinks so does the clicking region associated with it.

Following Submission may change the implementation for taking input

The objects classes as created when calling GameObjects such as Bird, Pig or Blocks

Online Sources

AngryBirdsWiki for assets

Publically Available Github