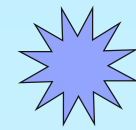# WILL HERO

How The Game Works

- Animation Timer is used to check if the Hero is colliding with other game objects or not.
- Once we detect collision, we use transition to move the game objects accordingly.
- The Hero is given some initial health, which reduces everytime it collides with an orc.
- It gains either coins or a weapon on colliding with a chest, depending upon the type.

CHALLENGES FACED

- Serialization of the entire game and JavaFX components
- Detecting collisions at every frame
- Initializing the game and spawning game objects randomly
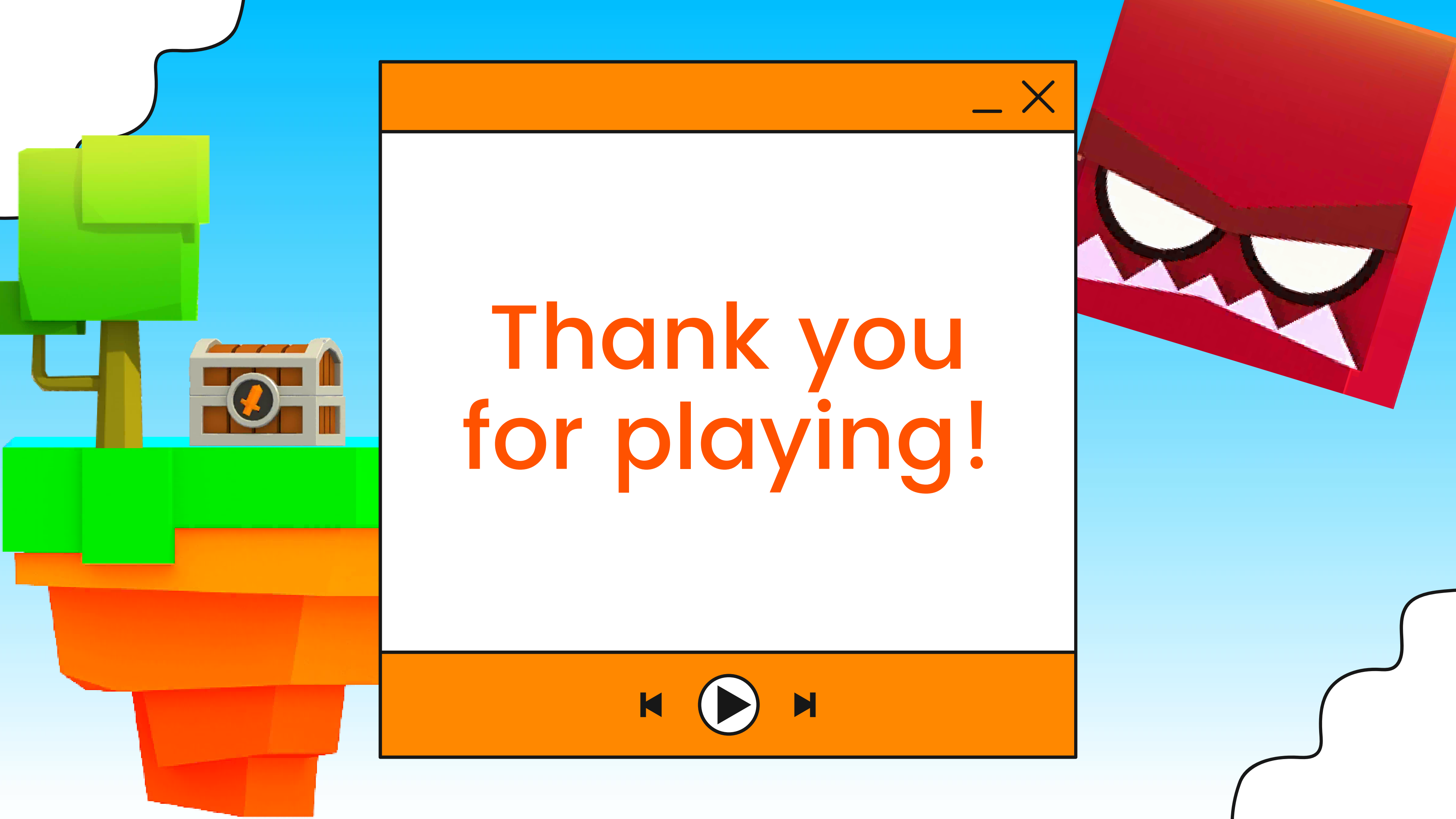- Loading previously saved games
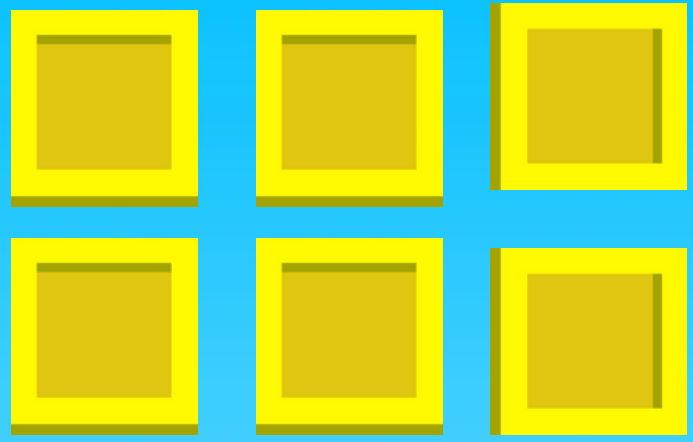
CONTRIBUTIONS

ANISHKA

- detecting collisions
- making menu

NIPUN

- serialization
- spawning game objects

Thank you for playing!