Goku’s Run

Is a timed collection game within 60 seconds which can be replayed unlimited times to achieve a higscore.

* Animated player that moves left and right with a jump procedure.
* Added an explosion animation for when the player collides with the enemy
* Added sounds using java sound import for collection and collision sound effects.
* Used Arraylists in all animation classes (enemies,collectables etc…).
* Two parent classes one for enemies and one for collectables which shows the use of inheritance
* Used switch statements to change between game statements and two “Gamemodes” or levels… hard and easy.
* Executed polymorphism on both parent classes collectables and enemies
* Life bar that deteriorates when the player collides with an enemy.