**SwordsAndJava**

Project description:

The purpose of the game is to kill all the enemies and reach the destination. Enemies move randomly along the map. Player and enemies can hit with the sword. Any hit taken will reduce the hp of the player.

Features:

* You can hit with the sword by pressing a button
* You can move on the map with W, A, S, D
* There are different types of enemies
* The enemies will move on the map and they will try to hit you
* There will be different levels

Classes:

* Player
* Enemy
* Frame
* Game