Read Me – AP project Angry Birds

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**How to Run the Game**

1. Navigate to the lwjgl3 folder and run the Lwjgl3Launcher. This serves as the entry point for our game.
2. We start with a **Preloading Page**, setting the stage with animations and sound effects.
3. To continue, press ENTER to move into the **Loading Phase**, which has a nice sound effect and a loafing animation.
4. Once loaded, you'll land on the **Main Homepage**

**Navigating the Homepage**

From the **Homepage**, users have multiple options:

* **View Settings**: Adjust gameplay configurations, sound settings, and other preferences.
* **Load Game**: Jump back into a saved game to continue your progress.
* **Story Mode**: Get immersed in a creative backstory, adding depth and context to the gameplay.
* **Exit**: Wrap up your gaming session gracefully.

**Settings and Level Menu**

The **Settings Page** is has a lot of options and from here you can:

* **Return to the Homepage** or
* **Proceed to the Level Menu** to dive into gameplay.

The **Level Menu** allows players to select their challenge:

* Start with **Level 1** and progress sequentially to **Level 2** and **Level 3**.

**Gameplay Overview**

Once a level begins, players are equipped with **4 birds** to take on a set number of pigs and obstacles.

* **Destroy all the pigs** to win and then a **Success Page** will be loaded.
* If you use all your birds without eliminating all the pigs, a **Losing Page** will be shown instead.

**Level Design**

* **Level 1**: 1 Pig and 2 Obstacles
* **Level 2**: 2 Pigs and 3 Obstacles
* **Level 3**: 3 Pigs and 4 Obstacles

Each level gets more difficult as you progress.

**Scoring System**

To keep things competitive, every move counts! Players earn points as follows:

* **100 points** for hitting an obstacle.
* **200 points** for hitting a pig.

Your cumulative score is displayed prominently in each level, motivating you to aim higher and refine your strategy.

**Special Abilities:**We have also added the following special abilities for the below birds

* Blue Bird – Multiplication
* Yellow bird – speed increase
* Black bird – Expand in size

**Sound and Story Integration**

We have added many sound effects which include but aren’t limited to launching of bird, background music, losing page, success page, etc. Along with this we have also included a story for further user enhancement.

Project video :

<https://drive.google.com/file/d/1CwuIE5j0EwDoYo8AgL19M0ioDjId72Kb/view?usp=drivesdk>