* By Prince

Levels:

* 1. Boundary: loading screen game.
* Instruction: wont go into level 2 until clicked on somethin, tip small text: clickme
* wait for game to load indefinatly....
* small text: ...or press here
* level2.1 what animal is this?
* play sound of an animal, show buttons to press for answer
* 2. Boudnary bunch of random text everywhere,
* instruction: find number 2.
* 3. Boundary: play button plays song, list of checkboxes to choose from
* Instruction: What song is this?
* 4. Boundary: button of some kind randomly spawns and disappear around the screen.
* Instruction: catch the button.
* 5. Boundary resizable window, button hidden outside of rezisable window
* Instruction: Find the button
* 6. Boundary: just a simple text that says "Hi"
* : intruction, when user has the main JFrame highlighted and presses "h" and "i" on keyboard he finishes the level.
* 7. Boundary: "Whats the password? Remember what you needed to remember? ;)"
* :Instruction: type in the password in a textfield, the password was given in a older level.
* 8. Boundary: three JButtons that triggers a sound, a button that plays a music
* Instruction: play the music.
* 9. boundary: white background with mouselistener
* instruction find the hidden text
* 10. boundary: three random buttons, Random one is right(random generator)
* instruction: Which one is it?
* 11. kortaste strået.
* 12. Boundary: couple of shapes, the circle shape is hidden behind one of the other shapes, drag to unveil.
* intrstruction: find the circle
* 13. instruction: think fast, big text before player has to do something fast
* 14. press the number 1
* Life left
* IQ score
* That took you [seconds] to finish!
* click anywhere to go to next level
* Things u can find in the game:
* LOLs
* trolls
* secrets
* 3 lifes
* Hur du gör din egen level:
* -extends JPanel
* -din(a) level-klass(er) stoppas i "levels'-paketet
* -följ instruktionerna i Javadoc på klassen "MainMethod" för att lägga till din klass på level-listan.
* -för att avsluta din level och låta spelet gå vidare till nästa level, använd kommandot "removeAll()"
* -eventuella foton eller ljud stoppas i mediaFiles-paketet
* Spelinformation:
* Upplösning: 800x600
* http://ebony.extra.hu/ailyn/oei.html