

INTRO TO PROGRAMMING GAME PROJECT:

The Game Project I have Include following extensions:

The Night Mode and Day Mode:

The Night Theme and the Day theme the mode theme of game can be change by user and it will automatically change by when the game status is change like restart or Next level:



The Sounds in the Game I have included the background theme sound as well When gamer fall or collect the diamonds etc.

I have added the enemies using class object encapsulation and The enemy automaticity change its position when user near 280 pixels.

There is Platforms I have added to the game which change by automatically.

I have added all different functionality of character like every time character changes its colour and the enemies also changes its colour.



I have Given the control to the user he can choose his theme while playing.

I have added the small birds which they fly with different direction and automatically changes its direction to randomly.

In the Game Projects I'm Using the game tiles sheets from the free game assets.

Background of the game projects I have create in Background scene class so can use with the change the theme of Game Scene.

In Game. Project there the Use can check the highest score from first time he opens the game.