

# Minor changes to code

Added sound, music and backgrounds to make a more immersive game experience for the user. In order to implement the musci and sound effects we created a new class called SoundEffects that contained static methods that when called would play a variety of different sound effects and added to code to the RoboticonQuest class to start playing the music. To implement the various background images we added code the actors classes that would add a the background to the screen and cause it to be resized with the window.

Removed next button from resource generation stage due to it being unnecessary (after a few seconds the game moves to the next stage anyway) and clicking it would cause the game to skip 2 stages. We did this by adding methods to the GameScreen and GameScreen actors classes to add and remove the next button and modified the nextStage method in RoboticonQuest to add and remove it ass necessary

We removed updateRoboticonSelection method from GameScreenActors as it is never used.

Added a popup if players to tell players if they don't have enough money to make a purchase so it is clear to the player what has happened. We did this by re-using the MessagePopUp class from our old project.

Removed produceResources method from LandPlot as the generateResources method provides the same functionality.

Made minor modifications to the RoboticonMarketActors class so that when the window is resized the phase text (that describes the current phase) will be in the top right corner and the next button in the bottom right.

Added javadocs because then we could produce a javadocs file to help other programmers understand our code and because much of the code was poorly commented in the first place.