# Instructions:

Move character with the following keys:

Up arrow – jump

Left arrow – move left

Right arrow – move right

Avoid bug, crab and fish robots, as getting hit by any off these will cause the loss of rings or (if you don’t have any rings) a life. If the number of lives passes 0 then its game over. Collect rings and health and reach the star at the end of the level. Level 3 consists of a singular boss who requires 20 hits on the top of the character to be defeated and for the game to end, avoid drill and other robotic parts of the character.

# Saving and Loading:

I was able to save the entire state of the game however I was in able to load it properly as the level would just reset to a new game.

# Extra Feature:

I have implemented both sound and a main menu.

For the sound, music is present on each level and changes for each one. As well as that sound clips are used when interacting with rings, health, springs and enemies. Jumping also produces sound. A GUI slider is inbuilt which allows the volume level to be altered in a range of 1 to 100, there is also a mute button which will stop the background music.

For the main menu, when the game is run, the option of playing and quitting are given. The menu was made using a GUI and features two large buttons, “PLAY” and “QUIT”. If Quit is pressed the program is shut down. If play is pressed, another window is opened up and this is where the game will take place. The menu will remain open in the background.

# Other Features:

In addition to sound and the main menu, I implemented a state change (FSM) based on character interactions. In level 3 the enemy will drop down from the sky and proceed to travel left and right across the screen. If the controlled character is able to hit the enemy 12 times then the enemy will increase its speed and it begin jumping as well which makes it both harder to dodge and hit.

Aside from the last enemy on level 3, the fish robot also moves in a vertical motion. I gave it a range in which to move and if it exceeds this range then it will be moves in the opposite direction.