1. Created Display, Game and Launcher classes.

Display – initialized Jframe – the frame of our application and Canvas – the “sheet” on which we are drawing our graphics.

Launcher – initializes the Game and calls the game.start() method.

Game – contains the logic for running out game.

1. Created start and stop methods for creating new threads and joining them at application close.
2. Created init() method – for initializing stuff in out game class – in this case – initializing Display.
3. Created render() method – takes care of rendering graphics – showing images, background, animation and stuff.

Also created tick() method – takes care of calculations done before each animation/visualization.

1. Initialized BufferStrategy and Graphics within render method.
2. Added resources folder and linked it as a project library
3. Created gfx (graphics) package and created ImageLoader class for initializing/loading pictures for use in program.  
   Loaded a sample background image to try. Using .getResource(path) we convert string path to URL.Using ImageIO.read() we convert a image file to buffered image.
4. Created SpriteSheet class – cropping images from sprite sheets.
5. Created Assets class for taking images and using them as a field
6. Created logic for rendering depending on frames per second.
7. Created abstract class State – monitoring different game states – paused, running….and also 2 classes – GameState and MenuState, extending the abstract class state.
8. Created static class StateManager – manages the state in which the user is currently