Implementation and Features

1. Created using JavaFX and FXML.

2. New game - Start a new game.

3. Resume - Load and play any previously saved game.

4. Exit game - Safely exit the game.

5. In game menu: Options available are restart , save game, or exit to main menu.

6. Increased difficulty via creation of different obstacles at regular instances.

7. Ball movement using UP Arrow Key.

8. Continue option incase ball falls down/ gets hit with an obstacle. If there are not enough stars available, then we move to the end the game instead which displays high score, total stars, current score and restart game option.

Individual Contributions

	VISHRUT ARORA	DEEPANSHU CHAUHAN
1.	FXML: Game screen, score labels	FXML: Main, game, game screen, Refactor
2.	Transitions and Keyframes: Creating and Adding transition to all obstacles	User Interface with animations
3.	Ball physics, gravity and spawning different obstacles to change difficulty accordingly	Interactions: All player interactions with the UI.
4.	Obstacles, entities and ball	Save, load, pause and play game
5.	Boost Mode	Threads for music and sound effects
6.	Use Case Diagram	UML Class Diagram

Bonus components and features

1. Added background music. Music to every player interaction with obstacle, star, and color switcher.

2. Golden Star: Very Rare star which appears during the game.

3. Boost mode: This mode helps you get kickstart and passes all obstacles upto a certain level. This option will appear only if you have that precious golden star.

4. Added every possible obstacle like CircleInCircle, CircleByCircle, Wave to make it one of the best challenging game.