GameDocM3

**Instructions:**

Move the character with WAD or UP,LEFT and Right keys.

Collect as many coins as you can before you enter the door to the next level

Avoid the spikes as touching them will make you lose your health by 1

**Extra Feature is Sound:**

Each level of the game has a different background music. This is noticeable as you progress between the levels or switch to the next level via the “Next level” button on the GUI. This is also noticeable when your load the game from a save state

**Save/Load:**

I have implemented a form of save and load state for the game with can be performed by pressing the S key for Save and the R key for Load. The state is saved while preserving the characters position and coin count.

**Other Game Features:**

Each level has a different set of platforms in a different arrangement or different colours. Additional to each having a different music, they also have different background images. Both of these features are present on all three game levels

**Javadoc Classes:** Controller.java, ControlPanel.java, Door.java, Doorlistener.java, Game.java, GameLevel.java, GameLoader.java, GameSaver.java, GameWorld.java, Givefocus.java, LebronCoin.java, Level1.java, Level2.java, Level3.java, MainChar.java, MyView.java, PickCoin.java, Platform.java, Sounds.java, Spike.java, SpikeDamage.java

The above Javadoc were created via IntelliJ and partially annotated by myself and by the program.