**Instructions:**

Move character with AD or the left and right arrow keys for lateral movement; jump by clicking W, the up arrow key or the spacebar; shoot by clicking the mouse and aim with the cursor.

Avoid or kill all enemies (Stick men with guns on top of platforms with different amounts of health per level) kill all the enemies and touch the flag to progress.

**Extra feature is sound:** background music with full volume control; sound effects for all gun fire with full control of volume in the SoundFrame; GUI which allows the user to mute and change the volume of the sounds; a pause GUI for the user to save, load, exit the game and change the sound settings.

**Save/Load:** I’m implementing full game save/load. I can save and create my player while preserving all its health, scores and level progress. The loading is available in the pause menu and will load the previous save file of the users name.

**Other features:** In addition to sound my game also contains shooting, enemies that shoot automatically, aiming at the player using a timer; and shooting of the player that will follow a vector to the mouse position when the mouse is clicked. The game has 3 levels and additional enemies with increasing health and more difficult platforming in each level. In terms of coding, I’m making extensive use of packages and inheritance. I have paid close attention to respect naming conventions. The game is entirely GUI based with an instructions page in the options page, sound controls, a start menu and in game menu controls i.e. the pause menu.

**Javadoc classes:** All of them.