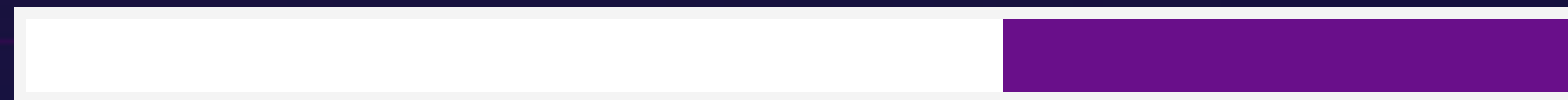# PLATFORMER GAME USING JAVA

PLAY   **MENU**   **EXIT**

ADVENTURE GAME

EXIT

WHAT IS PLATFORMER GAME ?

Platformer games have long been a well-liked genre in the gaming industry. A player-controlled figure in these games often travels over a variety of levels, barriers, and opponents in order to accomplish a certain objective. Platformer games that are enjoyable and demanding may now be made thanks to the introduction of the Java programming language.

EXIT

LIST OF LIBRARIES USED

- Javax.Swing.JFrame
- Java.awt.color
- Java.awt.dimensions
- Java.awt.Graphics
- Java.awt.Graphics2D
- Java.awt.event.KeyEvent
- Java.awt.event.Keylister
- Java.awt.image.BufferedImage
- Java.io.IOExpectation
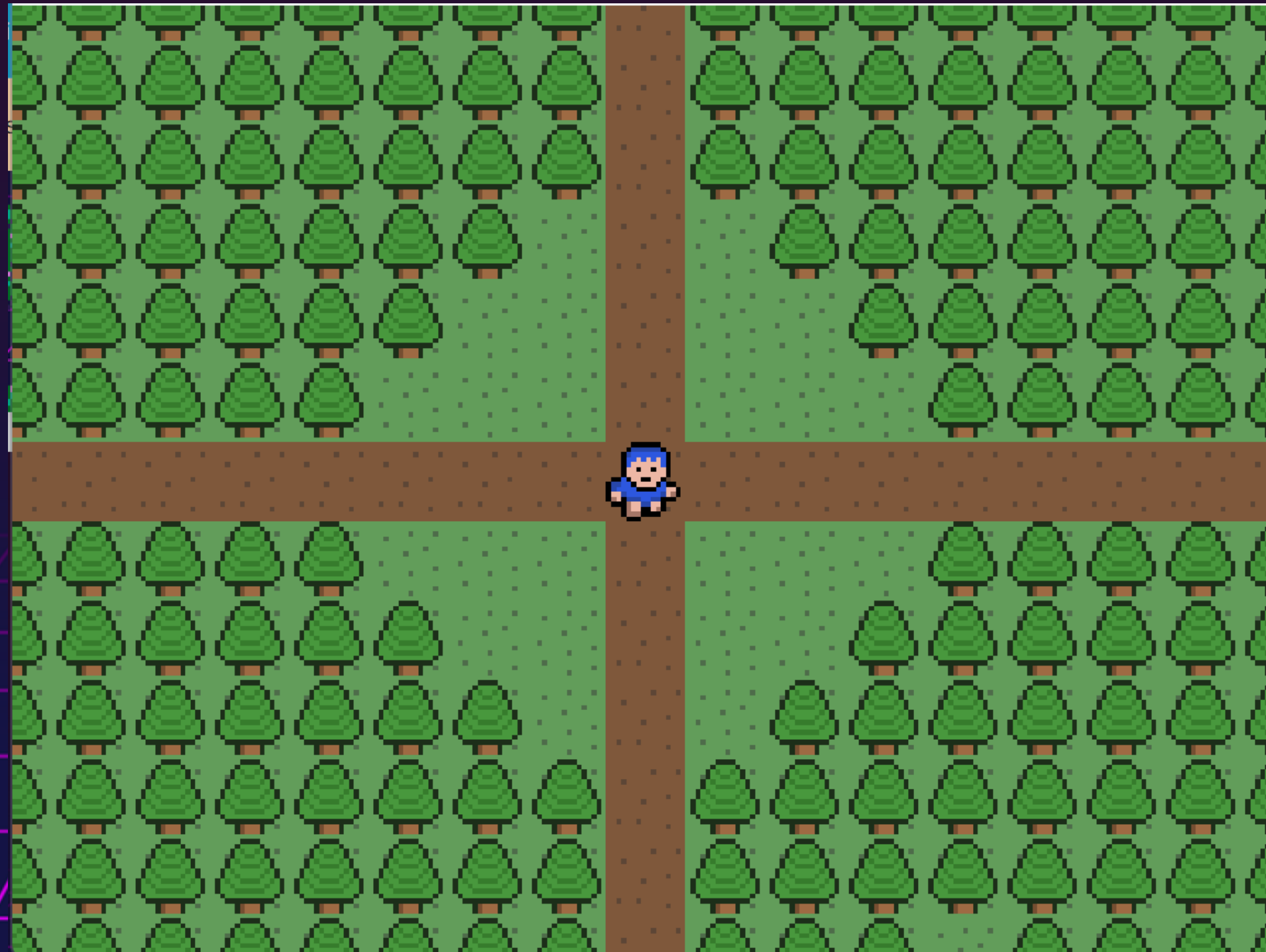- Java.io.InputStream
- Java.io.InputStreamReader

EXIT

LIST OF MODULES IN THE PROJECT

- Main.java
- Gamepanel.java
- keyHolder.java
- Entity.java
- Player.java
- TileManager.java

EXIT

FINAL RESULT

EXIT

THANK YOU FOR YOUR PATIENCE !!!

EXIT