**BRIEF EXPLANATION**

Our project was represented with 6 packages ( Bombs , Commands , Design Patterns , Fruit ninja , Fruits , Levels ) our main class which starts the program is fruit ninja inside Fruit ninja package ,also our brain class is factory as it directs you to the menu which will you decide the difficulty level from there and start the game.

**User Guide**

**How to Play**

• Swipe your curser across the fruits to deliciously slash and splatter them like a true ninja warrior.

• Be careful of bombs, they are explosive to the touch.

• There are various types of fruits and each one has its own impact.

**Normal fruit**

A picture containing shellfish, light, clock

Description automatically generated A picture containing food, drawing, clock

Description automatically generated A picture containing drawing, food

Description automatically generated A close up of a logo

Description automatically generated

These fruits increase your score by 1 point when you slash them.

**Magic fruits**

Magic fruits boost your score more than the normal fruits.

There are 3 types of magic fruits:

A picture containing star, sitting

Description automatically generated Super ball fruit increase your score by 2 points

A picture containing star, light, sky

Description automatically generated magic ball fruit increase your score by 4 points

A picture containing drawing

Description automatically generated magic fruit slashes all the fruits and remove all the bombs

**Bombs**

Bombs are dangerous always take care from them.

There are 2 types of bombs:

A picture containing flower, drawing, clock

Description automatically generatedRegular bomb decreases 1 life

 Nuclear bomb make you lose immediately

**Bonus fruit**

A close up of a logo

Description automatically generatedHeart fruit increases your life by 1

**GUI**

**Game start**

When game starts it open a start windows to choose which level to play.A picture containing monitor, black, screen, sitting

Description automatically generated

**Easy:** simple level for beginners.

**Medium:** regular level and harder than easy level.

**Hard:** challenging level for pro players.

**Arcade**: The fan favorite game mode! Score as many points as you can in 60 seconds.

**GAME PLAY**

After choosing the difficulty from start window its open gameplay window which user start to play game

A screen shot of a computer

Description automatically generated

If the player missed fruit will reduce the number of life and green X turns to red X

A close up of a sign

Description automatically generated

There is pause button on top left of the window

A picture containing meter

Description automatically generated

if player pressed on this button it pauses the game and small windows pop out

A picture containing monitor, screen, photo, sitting

Description automatically generated

After losing small window popup which shows score and time spent

A picture containing monitor, photo, computer, black

Description automatically generated