1. **Instructions:** Move character with WASD keys; when on level 3 or 4, shoot using click which will follow your mouse direction.

Avoid or kill all enemies (winged beast and clown-looking body), collect as many coins as you can and reach the door at the end of each level.

1. **Extra feature is high scoring:** At the end of the game, the players’ time is saved and made into a score which the leader board will display at the end for the top 10 times. You can enter your own name which will put you on the top 10 depending on how well you did.
2. **Save/Load:** I’m implementing full game save/load. This will save your progress and when loaded up load the score. I have added a GUI which will allow the player to save and load up the save file.
3. **Other features:** In addition to high scoring, my game also contains shooting based on the players position and the mouse position, auto moving enemies (FSMs), background music and images which are different for each level (although first and second level music are the same). The game has 4 levels with each level being more complex than the previous. The first two levels do not contain shooting or enemies whereas the last two do. I have made extensive use of inheritance and I have paid close attention to the naming conventions for most, if not all, my variables, methods and classes.
4. **Javadoc classes:** Game.java, GameSaver.java, GameLoader.java. These can be found in the “Javadoc” folder.