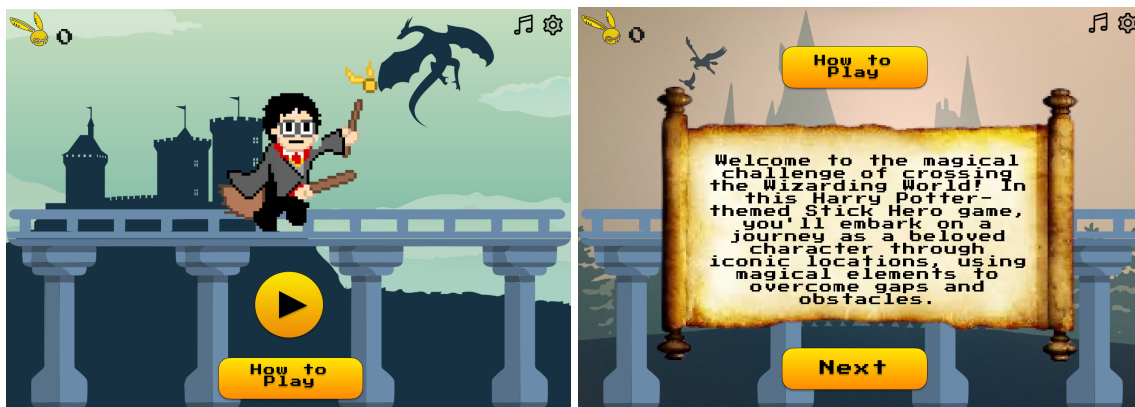


# AP Project Submission-1

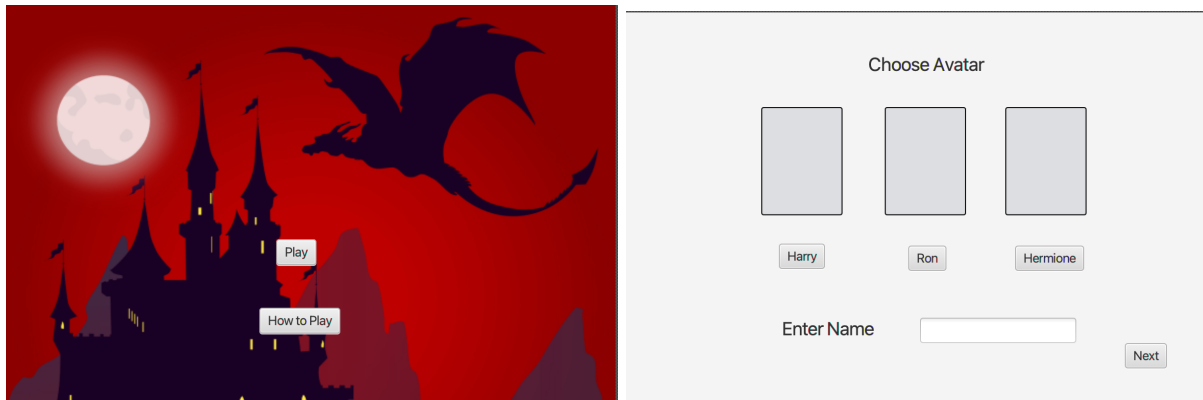
## Outline

A Harry Potter themed clone of the Stick Hero game with some modifications. We have incorporated extra features like power-ups and avatars. The user can also set the name of the character. The character traverses between platforms by stretching out a stick. The stick has to be of exact length or the character will fall down. The character can collect rewards like the Golden Snitch and potions while reaching the goal.

## Skeleton Screens



JavaFX code in the zip folder for below screens:



How to Play

Back

Next

Pause

Settings

Resume

Restart Level

Save Game

Exit

# UML Diagram

