

Github Repository-[arshad-2204/AngryBird_Game](https://github.com/arshad-2204/AngryBird_Game)

How to Run?

Locate the Game Launcher:

- Navigate to the game directory:
`lwjgl3 → src → main → java → Lwjgl3Launcher.`

Run the Game:

- Open the `Lwjgl3Launcher` file and run it.

Starting the Game:

- Once the game window opens, tap anywhere on the screen to start.
- Select Play to begin the game.

Gameplay Instructions:

- Drag the bird using the slingshot and aim to hit the pigs.
- Each bird type has unique abilities:
 - Yellow Bird: Press "R" after releasing it from the slingshot to increase its speed.
 - Black Bird: Press "F" after releasing it to make it explode.

Winning and Losing:

- The game displays a Win Page if all pigs are eliminated before you run out of birds.
- A Lose Page will appear if you run out of birds before eliminating all pigs.

Progression and Replay:

- After winning, click the Next Arrow to proceed to the next level.
- If you lose, click Retry to play the level again.

Save and Load Game:

- Press "Y" to save the game at any point.
- Click Load from the main menu to resume your game from the last save point.

Exit the Game:

- Press Exit to leave the game.