# Ayse Enver – acwg276 Java Programming Project

## Key features implemented

* A TimerTask in the Bird() class to control the movement of the birds. This is overridden in the BossBird class to apply more force to the bigger bird.
* A User() class to save the user’s name and score, so that the scores can be sorted and the top 10 scores displayed, along with the user’s name.
  + This class implements the Comparable interface and overrides the compareTo method so that the HighScoreReader knows how to compare two User objects.
* In GameLevel() and all sub-levels, bird objects are stored in an array called birds, so that the levelCompleted method can check if the array of birds is empty.
* When the mouse is clicked, the array of birds is looped though to see if the co-ordinates match the click location. Done in the BirdClicker() class.
* 3 different screens: an initial screen so the user can pick a player name; the actual game screen; a game over screen that shows top 10 scores, current score and highscore. The JFrames are created in the Game() class. All three are created in the constructor, with only one set to visible at a time.
* Dropping a feather makes the player lose a life. Lives are represented by hearts on the screen, so the user knows how many lives they have left.
* Different music and backgrounds in each level.

## For milestone 3

* Different background sound for all levels + sound on feather pickup
* Pause and play for sound.
* Timer to control bird flight
* Text box to add player name
* Highscore showing top score and top 10 scores.

## JavaDoc

* All classes have JavaDoc, but the following have the most extensive and complete documentation: Game(); GameLevel(); all 4 levels; Bird() and all bird types.

## Video

* Video can be viewed here - <https://www.youtube.com/watch?v=0FDTA9rlJqI>
* Click subtitles button (next to video settings button) to see the annotations.