README:

1. The game is played by pressing 'SPACE' to grow the stick and releasing the spacebar to let it fall. To flip the character, we press 'K'.
2. JUnit tests have been added, they run everytime when you run the game.
3. The character' stick sometimes misses a few pixels, this is due to the limitations of using translation function alongside LayoutX and Y.
4. Every cherry captured gives a +1 score
5. Player can collect cherries by flipping upside down.
6. Singleton + Factory Class: StickGenerator
7. Singleton + Factory Class: PillarGenerator
8. This is a single player game where 'Save Progress' is used by the player to either continue with their previous run or start a new game.
9. We have also added custom music to game to improve the overall experience.

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