Team Name: Team Timmy
Team Members: Nikhil Anoop & Ido Nir
Revision Date: 5/24/2024

Program Purpose: Fun game for 2 players
Target User Profile: Teenage Friends/Groups
Feature List:
- Graphics: Display game, characters, items
- Keyboard input: Take input used to move characters
- Hitboxes: Keep track of collisions between characters or items
- Borders: Prevents characters from running outside the window.

Instructions:
- Use arrow keys to move hunters and wasd to move runner. When the hunter and runner are touching a death screen will appear. To restart the game press the spacebar. To win as the runner, collect 3 coins. To win as the hunter touch the runner. Power ups like drinks can speed you up or slow you down like the cobweb. These can be collected by the hunter or runner.

Class List:
- Character - To create the mechanics for characters in the game
  - Runner - Has specific details about runner character in game
  - Hunter - Specific details about hunter character
- Item - Creates template for different spawnable items in game
  - Coin- Reward for runner to gain in order to win game
  - Drink - Makes character faster when applied
  - Web - makes opposing character slower
- Window - Creates a window which can be drawn on.
- DrawingSurface - draws everything on the window

Team Responsibilities:
- Ido - Items classes
- Nikhil - Character Classes
- Shared Tasks - Window, DrawingSurface

Known Bugs/Workarounds:
- NONE

Key Learnings:
- It's a lot more simpler to call a method than it is to manually code something in a single class.
- When in doubt refer to the super class.
- Bugs are inevitable, it's how you debug that matters.

Credit List:
- GamePhysicsDemo1 - Used as outline for some graphics, characters, and movement.
- FCP BufferedImageCollision - Used as an example idea that adds to our check for collisions.