***Run the game:***

* To access the game , the user needs to log in and it is a single-player game.
* What’s the basic concept of the game : To catch all the fishes without getting in contact with the obstacles.

***How to play the game:***

* Use the mouse to move the fish net in order to catch the fishes. This collision gives you 1 point.
* If the fishes touch the shark, the player lose 1 life. if they collect the treasure, they gain one life.
* As the levels progress, the obstacles are more dangerous as you are out even if you touch them once. e.g. The Whale
* The game needs to be completed within 2 minutes, otherwise you have to restart it.
* The user cannot progress to the next level, without completing the previous.

***Features of the game:***

* The score and the liveCount (number of lives left) is displayed on the screen so the user can keep track of their progress.
* The pause button allows the user to pause the game, The restart button allows the user to restart the game and the exit button allows the user to exit the game.
* The help button guides the user to play the game, giving instructions.
* The mute button mutes the music and the play button resumes the music.
* There is different background music for each of the levels and sound effects for different collisions.
* The jOptionPane pops up messages at certain points of the game such as when the user is out or when the user progresses to the next level.
* The menu bar gives the user options to log in, reset or exit.

***Coding Challenges***

* In milestone one, The collisions were a big of a challenge because I had more than 1 and also the movement of the mouse using the mouseMotionListener.
* In milestone two, adding levels and applying different features to each of them and making sure the properties of the hook mover applied to all the levels was challenging as well.
* In milestone 3, the most challenging was making the menu as I had two JFrames. I wanted to set them visible alternatively.

***https://youtu.be/feBjWMksipA***