User Instructions for Meteor Madness Game

In this game, the player controls a spaceship using the left and right arrow keys. The objective is to dodge random falling meteors in space and catch falling stars to earn points.

The objectives of the game:

* Dodge the falling meteors
* Catch the falling stars

Players are given three lives in every game. Hitting a meteor will cost one life.  
The game ends once the player hits three falling meteors hence losing all three lives available. The highest score obtained in the game will be displayed in the main menu.

The game’s main functionalities are:

* **Functionality 1:** The left and right arrow keys move the spaceship across the screen. Collecting stars earns the player points.
* **Functionality 2:** When a meteor hits the spaceship, a life is lost.
* **Functionality 3:** When the game is finished, the player's score is compared to the current highest score. If the player succeeds in beating the current high score, then this new score will be saved.

How to play?

* Launch the game via the main class called MeteorMadness
* Click the ‘Start Game’ button to run the game
* Use the right and left arrow keys to control the movements of the spaceship

How to use Functionalities?

* **Functionality 1:** Use left and right arrow keys move the spaceship across the screen. Make sure spaceship encounters a star to earn points.
* **Functionality 2:** When a meteor contacts the spaceship, a life is lost (indicated by disappearing heart).
* **Functionality 3:** When the game is finished, the player's score is compared to the current highest score. If the player succeeds in beating the current high score, then this new score will be saved. This is shown in the main menu restart game to return to main menu to see high score.

*Important notice: This game is designed to run in a specific window size. For the best possible experience, please do not alter the dimensions of the game window.*