Step-by-Step Guide to Playing the Game:

1. Launching the Game:
   - Begin by initiating the game application through the execution of the `GameInterface.java` file.

2. Welcome Screen:
   - Upon successful launch, a welcome screen interface will promptly appear, providing an introductory gateway to the game's functionalities.

3. Accessing Game Features:
   - Locate and activate the "Start" button positioned conspicuously on the welcome screen to advance into the game interface.

4. Game Interface Overview:
   - Upon transitioning from the welcome screen, an interface featuring four distinct buttons will be presented, offering varying game modes and functionalities:
     - **Game1:** This game module immerses players into an engaging jumping challenge wherein the objective is to collect flying missiles while evading contact with the Yellow Coin obstacle.
       - Consisting of 10 progressively challenging levels, each stage necessitates accruing 5 points for progression.
       - The ultimate triumph is achieved upon reaching and completing level 10.
       - Gameplay Scoring: Interaction with flying missiles accumulates 1 point per contact, while inadvertent contact with the Yellow Coin results in a deduction of 1 point from the score.
     - **Game2**: This module introduces a Sudoku puzzle game, offering players the opportunity to solve pre-existing puzzles or create bespoke challenges. The "Solve" button enables the resolution of user-generated puzzles.

5. Utilising Game Controls:
   - Familiarise yourself with the auxiliary controls:
     - **Return Button**: Allows seamless navigation back to the initial welcome screen interface.
     - **Exit Button:** Permits the immediate cessation of the game session, returning the user to their primary device environment.

6. Individual Game Launch:
   - For specialised access to specific games:
     - Execute `ContinuousJumpingGame.java` to initiate the jumping game.
     - Launch `SudokuGame.java` to commence gameplay within the Sudoku puzzle module.