Features added to PunchFist (my java game)

Save function:

Saves level user is currently at and then lets them load it at a later date

Pretty rudimentary because it just uses a text file to track progress instead of save states, but does work correctly

Difficulty was in the try / catch code block because throws cannot be used with auto-generated netbeans code on the UI handler.

Audio:

Plays a song throughout entire game, checks if line is already running and if it is, don’t run another one

Also has a sound lined up for when level is completed

Difficult was in making sure sounds do not repeat themselves and that all sounds are able to play properly when required