README File Angry Birds
Submission - 3

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LIBRARIES USED

We have extensively made use of the Box2D library of LibGDX which is helpful for creating bodies and simulating real world movement of the bodies.

SERIALISATION

Serialisation is done in the game to load the gamestate after the user clicks on the resume button and save the state of the game which can be loaded again even after you exit the application.

ASSUMPTIONS

The Bird when it touches the ground is destroyed and a new bird comes on the catapult. When the bird directly hits the pig, its health comes down depending on the bird (different birds have different impact).

HOW TO RUN THE PROGRAM

1. Download all the files from GitHub
2. Ensure the system has Java JDK setup
3. After Downloading the files open the files in an IDEA (IntelliJ IDEA recommended), then go the lwjgl3 launcher.

Lwjgl3 -> src -> main -> java -> io.github.AngryBird.lwjgl3 -> Lwjgl3Launcher

4. Run the Launcher and you will be able to see the main menu of the application.
5. For Testing, you can go to the testing files and click on run which tells whether the particular functionality is working or not.

GITHUB LINK

https://github.com/harshit08042006/Angry_Birds.git