

README File Angry Birds

Submission - 2 (Static GUI)

Ishaan Shekhar (2023249)

Harshit Anand (2023236)

CONCEPT USED

In the code we have made classes for a total of 9 screens :

- i) FirstScreen
- ii) New_Load_GameScreen
- iii) LevelScreen
- iv) LoadScreen
- v) GameplayScreen
- vi) PauseScreen
- vii) Save_Exit_Screen
- viii) LoseScreen
- ix) WinScreen

Each Screen implements the "Screen Interface" and contains the textures and all the methods - render(), show() etc.

All the screens are connected through play buttons which set the new screens if the mouse pointer is between the certain set coordinates.

All the buttons, sprite batches, textures etc are made private which shows the first pillar of OOPs - Encapsulation.

Methods such as render() are overridden in various screen classes which is an example of polymorphism.

Also as the screen interface is implemented in all the screen classes, inheritance is also present.

We have also made the following classes as well :

- i) Bird
 - a) BlackBird
 - b) RedBird
 - c) YellowBird
- ii) Pig
 - a) BasePig
 - b) ChiefPig

c) KingPig

iii) Catapult

iv) BlueBlock

v) GreyBlock

vi) BrownBlock

All classes contain the important methods and attributes for the various characters of the game.

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 GUI in a desktop interface.

GITHUB LINK

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