

Stick Hero Game

Welcome to Stick Hero Game! This is a simple JavaFX game where the player controls a character to navigate through pillars and collect cherries.

Getting Started

Prerequisites

- [Java Development Kit (JDK)](<https://www.oracle.com/java/technologies/javase-downloads.html>) installed (version 8 or higher)
- Integrated Development Environment (IDE) such as [IntelliJ IDEA](<https://www.jetbrains.com/idea/>) or [Eclipse](<https://www.eclipse.org/>)

Running the Game

1. Clone the repository:

```
```bash
git clone https://github.com/your-username/stick-hero-game.git
```
```

2. Open the project in your preferred IDE.

3. Build and run the `Game` class, which contains the `main` method.

Game Controls

- **Mouse Click:** Change the orientation of the character (upright or upside down).
- **Mouse Press:** Extend the stick length.
- **Mouse Release:** Stop extending the stick.

Game Rules

- Navigate the character through pillars.
- Collect cherries to increase your score.
- Avoid hitting the pillars or falling off the screen.

Project Structure

- **src:** Contains the Java source code files.
- **images:** Store your game images, such as backgrounds and characters, in this directory.

- The project consists of the following classes HelloApplication.java, HelloController.java, SceneController1.java, SceneController2.java, SceneController3.java, SceneController4.java, SceneController5.java, SceneController6.java, SceneController7.java, SceneController8.java, Game.java, Controller.java, Engine.java, GameOver_Panel.java, GameOverPanelTemplate.java, MouseEventHandler.java, Name_Panel.java, Panel.java, Pillar.java, Screens.java, Start_Panel.java. All the classes consist of respective methods and instances for the code to function whereas, SceneControllerX classes implement the functions in order to effectively showcase the playability of the game, HelloApplication and HelloController classes were generated as a part of this project being generated using JavaFX hence, HelloApplication is the runnable class that launches the game for the user.

Customize the Game

Feel free to customize the game by adjusting parameters, adding new features, or modifying the visuals. Explore the code and have fun experimenting with the game logic!

Acknowledgments

- The game was developed as a learning project and is inspired by the Stick Hero game concept.

Author

Jaskaran Singh# Stick Hero Game

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