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Intro to CS HW 12

\* Hello user! This is the game in detail. There are 2 modes in this game: 1   
\* with the almighty #basedGod and 1 with our lord and savior, doge. Each mode  
\* has its own music and both have the same sound effects. The player is given  
\* the choice of whether to put the music or not. The #basedGod mode gives the  
\* player a choice of which speed to play on: slow, medium or fast. The doge   
\* mode starts the player of slow, and gets faster as time increases. The score  
\* is calculated by subtracting what you have to avoid (the thugs in #based mode  
\* and animal control in doge mode) from what you have to get (the wonton soup   
\* in #based mode and the bones in doge mode). If you get below 0, you lose, but  
\* are given the choice to play again. If you choose to play again, a new game  
\* window will pop up. The window displays your score and the time that has passed  
\* since you started your game. Enjoy! (For references to characters used please   
\* check knowyourmeme.com or wikipedia.com).

Please make a new Java project and include ALL files in the src folder, otherwise it will not work. Beware, if you enable sound effects, the game WILL lag.