# Java Milestone 3 Documentation

### Feature 1:

I implemented sound into my game. I used a number of sound tracks to make my game more engaging to play. First I added at background track for the whole game. I put this in the GameWorld class and set the track to loop so it would play throughout the whole game and so that I wouldn't have to add the soundtrack to each level.

Also in the Controller class I put sound effects for when the player jumps. I used the key listener methods for this, so whenever the up key (for jumping) is pressed the sound plays.

Furthermore, I added sound effects for when the player picks up a heart as well as when the player loses a life by touching a ghost. For this I used the collision listener method so that the sound played when the player interacted with that particular object.

### Feature 2;

I created a timer which would exit the game if the game was not completed in 5 minutes. I decided to add this feature to make the game more engaging an a more fun experience for the user.

To create the timer I had to import a timer library. Then, in the GameWorld class I created a timer and set the time to 300,000 which is the equivalent of 5 minutes. I tested the game and found that this was sufficient time to complete the game.