Vibe-Coding Jump & Run Game

Requirements:

- Java SE 18 or higher
- No additional libraries required (uses only standard Java Swing)
- Compile all .java files and run the Main class to start the application

Files:

```
src/
|
├─ entities/        # Spielfiguren & Gegner
|  ├─ Enemy
|  ├─ MovingEnemy
|  └─ Player
|
├─ levels/          # Levelarchitektur & Plattformen
|  ├─ Level
|  ├─ MovingPlatform
|  └─ Tile
|
├─ main/            # Hauptlogik & Programmstart
|  ├─ Game
|  ├─ GamePanel
|  ├─ Main
|  └─ Storage
|
├─ ui/              # Menü und Bildschirmverwaltung
|  ├─ LoadingScreens
|  └─ MenuManager
|
└─ utils/           # Hilfsklassen
   ├─ GameState
   └─ Zoom


res/                # Ressourcen (Grafiken usw.)
```

How to compile:

```
javac *.java
```

```
java Main
```

Controls:

- A / Left Arrow — Move left
- D / Right Arrow — Move right
- W / Space — Jump
- Esc — Return to Menu

Levels:

1. Easy jump & run; stationary enemies
2. Easy jump & run; stationary enemies + one moving enemy
3. Jump & run with ground gaps; stationary and moving enemies
4. Jump & run; stationary and moving enemies
5. Jump & run with moving platforms + ground gaps; moving enemies
6. Hard jump & run with moving platforms + ground gaps; moving enemies
7. Hard jump & run with moving platforms + ground gaps; stationary enemies
8. Hard jump & run with moving platforms + ground gaps; stationary enemies