1. Game instructions
   1. 2 player game.
   2. Move person with adw
   3. Move troll with left, right and up keys.
   4. The speed has been enhanced for assessment purposes.
   5. If the troll touches the person, the persons health is reduced, only the person can collect hearts to gain health.
   6. In the actual game, the person will be faster than the troll due to this disadvantage.
   7. Each level will have different number of coins to collect. The first to collect more than half and go to the portal will score a point.
   8. Player to score most points after 3 levels is the winner.
2. Extra feature is sound
   1. The sound changes depending on the level
   2. There is a sound bar which can increase and decrease the sound and also a mute button. GUI buttons implemented.
3. Save/Load
   1. All features which are save in the game can be loaded.
   2. Coins, hearts, platforms, players will all load in their saved positions.
   3. The coin count, health and scores will also be loaded as they were saved.
   4. GUI buttons implemented for save/load.
4. Other features
   1. Total scores along with coin count and health is displayed on the view.
   2. Collections were used to apply coins, hearts and platforms.
   3. Inheritance and abstract classes were used.
   4. Efficient use of static fields.
   5. I have paid close attention to naming conventions and applying comments.
   6. Use of public, protected and private fields.
5. Javadoc classes: Game.java, GameLevel.java, SaveGame.java