Members:

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GitHub repository: medhakashyap/advanced-programming: stick hero game using javafx (github.com)

Interfaces: We have created an interface named "WalkAssist", which is used to shift the object and helps in object transition.

JUnit Testing: We have added two JUnit tests, one for the random number generator, which checks that the number generated is between 3-100, and the other for ObjectTransitionException, which is a user-defined exception to check if the exception is thrown correctly.

Design Patterns Used: We have used three design patterns, namely Iterator, Flyweight and Singleton (in Helper class).

In this project, we have provided features like music, changing characters, settings, saving games, restarting game, pausing game, and quitting.