Code Practice

-This 2D game consists of well managed & documented code.

-Extensive use of the Java library.

-Private variables in classes that are accessed by get and set methods.

-The use of inheritance, encapsulation and polymorphism.

-Entity based monsters and players.

-Multi-threading and timers.

-Rendering and updating multiple images to the screen.

-A well-organized package hierarchy.

-Collision detection and basic artificial intelligence.