

Working of the Game

1. Run the “GameWindow.java” file.
2. The static window will appear. On pressing the Space Bar the game will start.
3. There will be hurdles (cactuses), you need to jump over of. Jumping can be done by pressing the Space Bar key.
4. In order to keep the game in continuation you need to make sure you don't collide with any of the hurdles.
5. The Score will be shown during the game at the top right corner of the game window.
6. If you collide with any hurdle, the game ends.
7. You can restart the game again by pressing the Space Bar Key.