***Instructions:***

Move character with WASD key; shoot using SPACE button is available from level 2; exit with Q or using the drop down menu in the control panel

Avoid(Level 1) or kill all enemies(Level 2 and 3), (the UFO's(Level 2), you need to shoot them 1 time and the Boss(Level 3) 10 times and you need to dodge the bullets coming from the Boss). You may pick up hearts to increase your health(Level 2 and 3).

***Extra feature is sound:*** different background music for each level; sound effects for all pickups and collisions; a GUI which allows the user to mute and change the volume of the sounds in each level which can be found in the drop down menu.

**Save/Load:** I’m implementing basic game save/load experiencing some nullpointer exception here

**Other features:** In addition to sound my game also contains shooting, enemies that move on their own and spawned randomly in a certain range, and a boss in the last level that is spawned by using a timer which can shoot. The game has 3 levels and additional enemies and pickups are introduced in each level. In terms of coding, I’m making extensive use of packages and inheritance. I have paid close attention to respect naming conventions.

**Javadoc classes:** Controller.java; Collision.java; Game. java