

Angry Birds Game - Static GUI

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Welcome

Welcome to the Angry Birds game project! This repository contains a static GUI representation of the game, developed using the LibGDX framework in Java on IntelliJ IDEA.

Setup Instructions

To set up, run, and test this project, follow the instructions below:

1. Ensure you have the following installed:
 - Java Development Kit (JDK) (version 8 or above)
 - IntelliJ IDEA (Community or Ultimate edition)
 - LibGDX Framework
2. Clone the Repository.
3. Open in IntelliJ:
 - Launch IntelliJ and open the cloned project.
 - Import the project as a Gradle project if prompted.
4. Open the Gradle toolbar in IntelliJ.
5. Navigate to **Tasks > application > lwjgl3:run**.
6. Run the **lwjgl3:run** task to launch the game using the LWJGL3 backend.

If the static GUI launches successfully, you should see the Home Page. You can navigate between screens, but interactive functionality will not be active in this version.

Project Structure

- `core/src`: Contains the core game files for different screens and components.
- `lwjgl3/src`: LWJGL3-specific launcher code for the LibGDX framework.
- `assets/`: Assets such as images and audio.
- `README.md`: Documentation and instructions.
- `build.gradle`: Gradle configuration file with project dependencies.

Resources and References

- **LibGDX Documentation**: Guide for setting up and working with LibGDX.
- Images and sounds used in the game are either directly taken from the internet or created using Canva.