1. **Instructions:**

Move character with WASD key or with the arrows, both works.

Avoid all enemies and make sure you don’t get hit by the visible traps, collect as many chickens as you can, and reach the door. Jump into the platforms and moving platforms in-order to reach the door.

1. **Extra feature is sound:** different background music for each level; sound effects such as when the player picks up a chicken or collides with the door; background sounds changes (becomes more alert) once the boss is introduced in the last level; a GUI which allows the user to mute and change the volume of the sounds.
2. **Save/Load:** I’m implementing game save/load. I can save and create my player while preserving its position and the level I was in, by pressing the s key to save the progress and r to load it. In addition, I have added a GUI which allows the user to save and load clicking the buttons at the top.
3. **Other features:** In addition to sound my game also, enemies that move on their own by using step listener, my character changes the picture into a moving pose when my character moves, moving platforms that spins using a step listener. My game has 4 levels it gets harder in each level, new enemies are introduced, new platforms etc. In terms of coding, I’m making extensive use of packages and inheritance. I have paid close attention to respect naming conventions.
4. **Javadoc classes:** GameLoader.java; GameSaver.java; Game. java