Project Structure

The project is organised into several screens and classes as follows:

Core Classes:

- **Bird** – Represents a bird image in the game, initialised with a texture, and positioned on the screen.
- **Pig** – Represents a pig image, similar to the Bird class, with its texture and position.
- **HomeScreens** – The initial screen displays the home background and navigates to PlayExitScreen when clicked.
- **PlayExitScreen** – Screen with "Play" and "Exit" buttons. The "Play" button moves to the LevelScreen.
- **LevelScreen** – Displays selectable level buttons, in which level 1 and 2 are clickable, and level are locked. Players choose levels that navigate to GameScreen.
- **GameScreen** – Main game screen that includes:
    1. Game Controls: Buttons for pause, resume, and exit, which are clickable except for restart.
    2. Win/Lose Buttons: Special buttons are on the top and bottom right to navigate to WinScreen and LoseScreen.
- **LooseScreen** – Displayed when the player loses, with a back button to return to GameScreen.

Main Class:

- MyGame – The entry point that manages screen transitions and renders the game

Assets:

- HomeScreen.png

- [Level-1@4x.png](#), [Level-2@4x.png](#), [Level-Lock@4x.png](#)
- GameScreen2.png
- Buttons: [Pause@4x.png](#), quit.png, [Restart@4x.png](#), [Back@4x.png](#), win.png, lose.png, playbutton1.png, exit(2).png

Resources:

- [Angry Bird's Official Website](#) use Birds Creator
- Tutorial given in the document
- [Angry Bird Fandom Gallery](#)
- Google Search

How to Play the Game:

- Launch the game from the home screen.
- Click anywhere to proceed to the menu.
- Select 'Play' to start.
- Choose your level (Level 1 or 2 available, Level 3 locked)
- Use the pause button for game controls like resume, exit and retry.
- Can view the win or lose screen.