**StickHero Game**

This is a simple implementation of the StickHero game using JavaFX.

**Description**

StickHero is a game where the player needs to stretch a stick to bridge the gap between two platforms. The goal is to create a bridge long enough to safely cross the gap and land on the next platform.

**Features**

* **Dynamic Stick Growth:** The game allows the player to dynamically grow a stick by holding down the mouse button. The length of the stick determines the success of the bridge.
* **Character Animation:** The game features a character that moves along the bridge. The character's movement is determined by the success of the stick bridge.
* **Cherry Collectibles:** Cherries appear at random positions, and the player needs to strategically grow the stick to collect them. Collecting cherries contributes to the player's score.
* **Game Over Conditions:** The game implements conditions for both successful crossing and game over scenarios. The player's score is displayed upon game over.

**Getting Started**

1. **Clone the Repository:**

bashCopy code

git clone https://github.com/yourusername/StickHero.git cd StickHero

1. **Run the Application:**

bashCopy code

# Ensure you have JavaFX installed # Run the application java -jar StickHero.jar

**Prerequisites**

* Java Development Kit (JDK) 11 or higher
* JavaFX SDK

**How to Play**

1. Launch the game by running the application.
2. Click the "Play" button to start a new game.
3. Hold down the right mouse button to grow the stick.
4. Click the left mouse button to switch between characters(flip).
5. Collect cherries to increase your score.
6. Successfully cross the gap to proceed to the next level.
7. The game ends if the character falls or fails to bridge the gap.