**Project description**

The project represents a game written in the Java programming language. The game is a classic platformer, i.e. the player moves the character as much to the right side of the screen as possible. The goal of the game is to finish all the levels by opening the locked doors. In order to do so, the player must find the corresponding hidden keys.

But the player must be careful, as the path to the end of the level is filled with booby traps and dangers. If something hits the player, they die. Fortunately, they have a couple of spare lives at your disposal and some power-ups which aid the player in their quest for success.

There are certain bonuses you can gain by collecting power-ups. The bonuses can be the following:

* Heart Bonus – increases your lives
* Jump Bonus – makes you jump higher

**Controls**

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| **Up** | **W** |
| **Down** | **S** |
| **Left** | **A** |
| **Right** | **D** |
| **Jump** | **Space** |

**URL of Git repository:** https://github.com/SoftUni-JavaBasic-Team-Alchera/Alchera