# Readme

## Code Explanation

My Game Project is based on Scrolling Shooter project. The code is consisting of the main Scroller.as class to create all the necessary objects used to play game, a welcome.as to create Welcome screen, a Levels.as class to create and control all the levels, a Waves.as class to control all the waves in each level, an Enemy.as, Curving.as, TwoGun.as, SpiderEnemy.as, Boss.as to create all the different types of enemies used for each wave, Bullet.as, EnemyBullet.as, PlayerBullet.as to generated different types of bullets used both by player and enemies. Also, Player.as class to create and control the appearance of the plane controlled by player. The rest of the files do the same functionality as they are in Scrolling Shooter.

## User Guide

The game’s control consist of up, left, right, down to control the movement of the player’s plane and mouse to control the aiming and fir of the plane.

Basically, when the game run, a welcome screen contains a Start Game button. After player clicks it, the game will create its first level contains waves of enemies. The final wave is the Boss for level 1; after player kills the boss, next level will starts. There are 3 levels in total and after boss in level 4 dies, the game is over, the final score and a play again button is shown. If player clicks it, the game will restart and start these processed again.