

# BirdMan

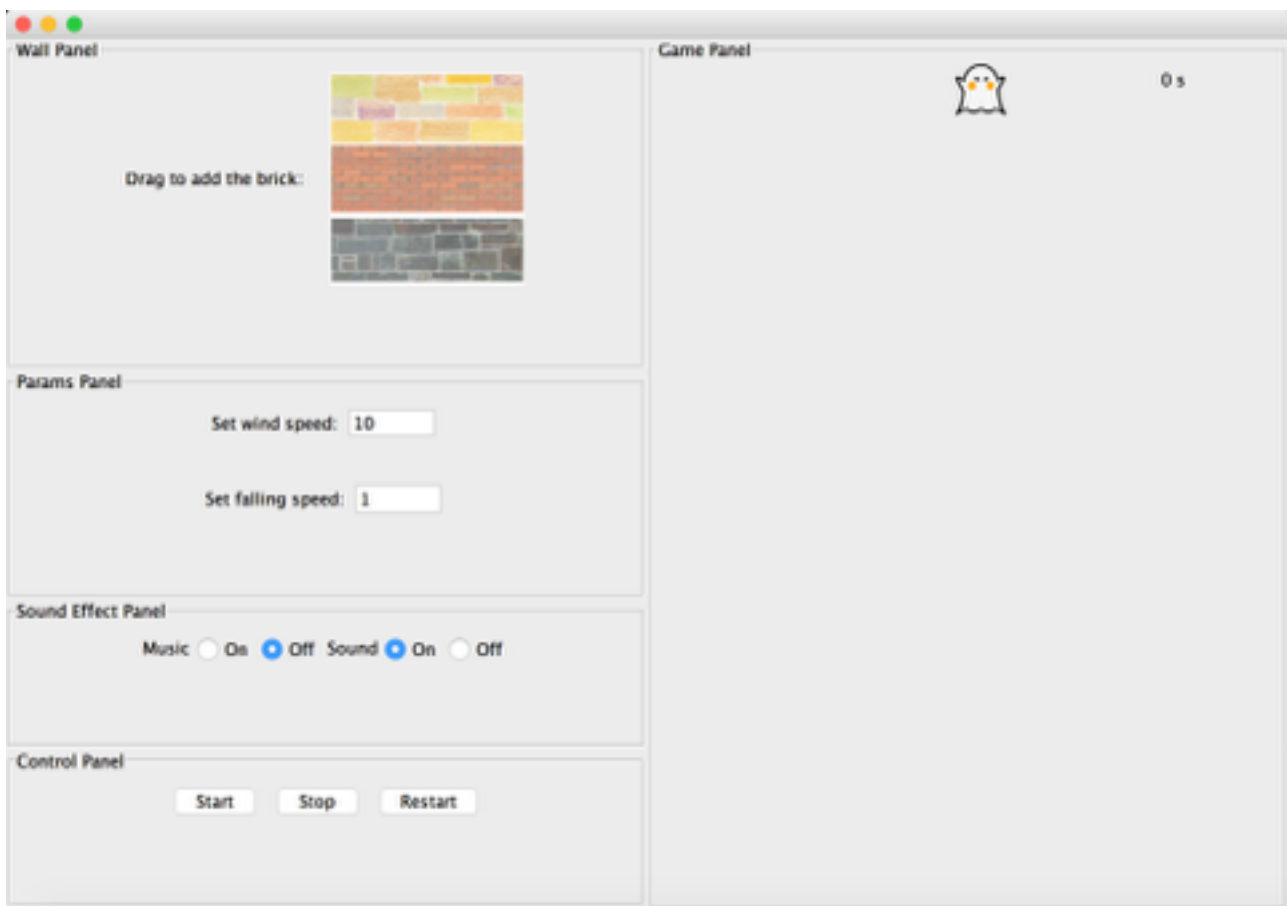
## Project Structure

package	File	Content
action	AnimatedImage.java	class about all elements which player can control
	AnimatedLabel.java	class about game timer counting
	AnimationComponent.java	
	AnimationDropHandler.java	class which defines whether the image can drop into the canvas or not
	ListDragCopyHandler.java	class can make multiple images to realize drag and drop
	PanelDragMoveHandler.java	class to realize the drag part
control	AbstractController.java	
	CanvasController.java	class about game on the right Panel
	KeyBoardPress.java	add keyboardAction
	MainController.java	main frame includes user setting part and canvas part
	UserSettingController.java	class about user can build their own game interface in left Panel
main	BirdMan.java	
	Constants.java	all constants in this game
view	BirdManFrame.java	
	ImageComponent.java	image component setting
image	.....	pic documents about game

**Extract** the **BirdMan.zip**, import the **Existing Projects into workspace** in eclipse, then **Run** the **project** to start the game.

**Game rules:** design your own game interface with the brick wall maze, then make the ghost avoid touching these bricks by keyboard controlling, if touched, game over, if it is good until the ghost get down to the end, you win!

- When you win or lose the game, you will get the message about the status all the time.



### for the Wall Panel

- players can drag the 3 different types wall to drop into the Game Panel

### for the Params Panel

- players can input the wind speed to change the distance about the left and right move activities.
- players can input the falling speed to change the dropping distance of the ghost to improve the game degree

### for Sound Effect Panel

- music control and sound control

### for Control Panel

- players press the **Start** button to start this game after setting, press **Stop** button to make the ghost stop falling, **Restart** button is for reset the ghost's location from the beginning.

### for Canvas Panel

- players can design their own brick maze and control the ghost by keyboard(left, right, down)