INSTRUCTIONS:
- Use WASD to move up, left, down, and right respectively
- Press SPACE to attack, clearing all entities from a small area around you
- You CAN move diagonally as well by using two keys at once
- 'p' pauses the game
- Navigate the level, avoiding the monsters and trying to pick up score markers '!' 
- There are random moving monsters, homing arrows, and harmless but obstructive moving walls
- There are also destructive blase saws and block placers on level 2
- Level 3 adds turrets that shoot at you
- Rocks and regular Walls also block your path
- Each marker will be added to your total score in the corner of the screen
- Reaching the end of the level results in victory!

-Good Luck!

INSTALLATION:
You must compile this game in order to play it. Make a new directory and place all of the .java files and the res folder in it (or all together in some other directory of your choice). Run “javac *.java”, and then run the game as “java SideScrollerGameApp”.

GAME ENTITIES:
Arrow- ⚡
• A homing monster that attacks in a zig zag formation
• Move diagonally to avoid them

Monster- 🧛
• A randomly moving monster
• Represented by a “mustache”
Moving Wall- 🏙️
• Stays vertically even with the player
• Will not kill you, only blocks your path, so you must move around them

Blade Saw- ⚠️
• Randomly moves in straight lines, getting stuck in things it hits
• Destroys blocks!

Block Placer- 🏯
• Randomly moves in straight lines, changing direction for obstacles
• Places rocks!

Wall Turret- 🎩
• Sits near the top of the screen and shoots at you

Field Turret- 🏥
• Sits in the middle of the map and shoots at you

Score Pickup- ⚡
• Collect these to increase your score

Wall- 🏙️
• Unmoving boundaries for the level that block movement

Rock- 🏚️
• Unmoving obstacles that block movement

Player- 🧑‍🦰
• You!