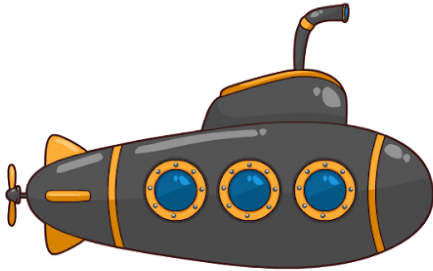


Inside the Asset folder-> Scenes->click GameScene to load the game
The Game screen should be set to Full HD, and Maximize On Play should be turned on for a better experience.

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What all the objects on the screen are:



Submarine(AKA the player), control by pressing the up and down arrow buttons.



fish1: catching it adds 1 to the score, hit by it will lose the game and automatically restart.



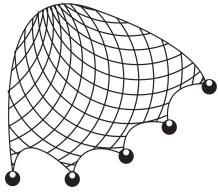
fish2: catching it adds 2 to the score, hit by it will lose the game and automatically restart.



fish3: catching it adds 5 to the score, hit by it will lose the game and automatically restart.



fish4: catching it adds 10 to the score, hit by it will lose the game and automatically restart.



Player weapon (the net): shoot from the submarine by pressing the space bar.



fish weapon (the bubble): shoot automatically from each fish every 1-5 seconds, hit by it will lose the game and automatically restart.

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What their behavior is supposed to be

- The submarine can only move up and down.
- Fishes are randomly generated from the right side of the screen and move to the left.

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What the player's controls are

- Up arrow key
- Down arrow key
- Space bar

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How the player scores

- Shoot the net to catch fish, avoid being hit by bubbles or fishes, otherwise the game will lose.

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How the game ends, including win/lose conditions, if appropriate

- The game will end when the count-down timer goes to 0. The player should try to score as high as possible within 60 seconds.
- The game will end early if the player was hit by the bubble of fish.