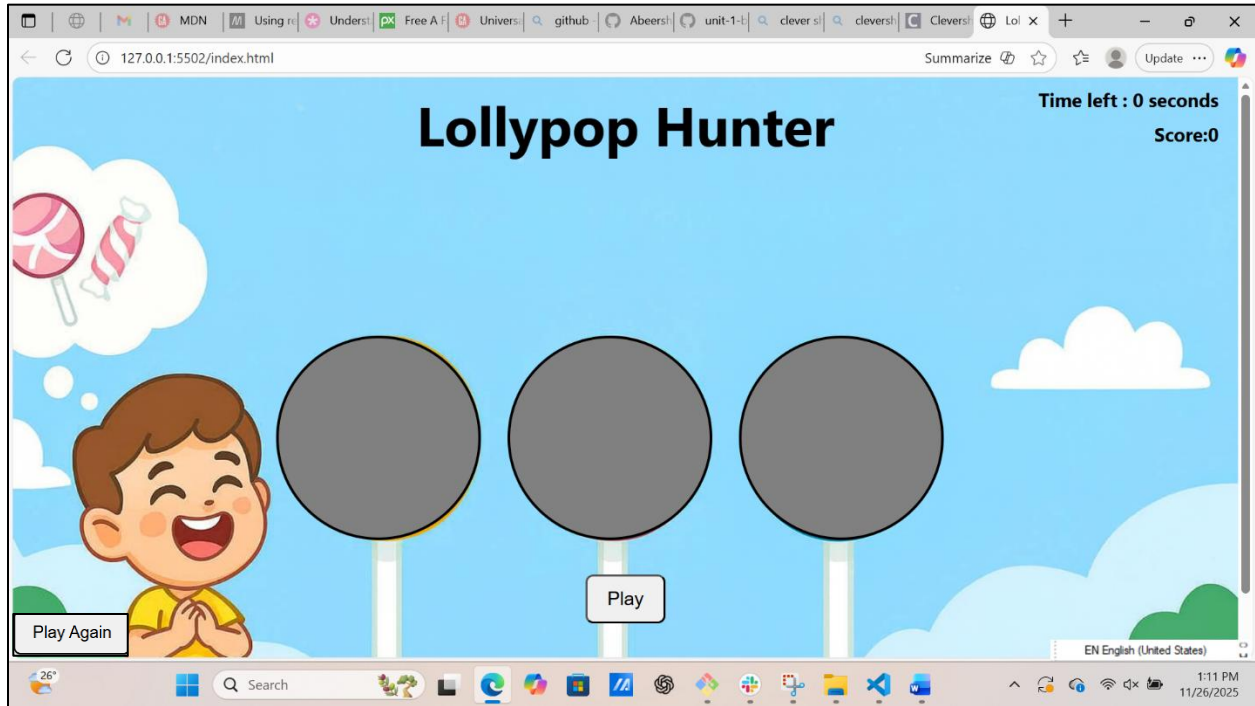


Project 1

Screenshot/Logo :



Your game's name:

Lollypop Hunter Game .

As you a player you must help this kid to collect 3 or more lollypops to win the game , if you collect less than 3 lollypops then you will lose.

If you want to play again you must click the Play Again button to restart the game.

I choose this game because I can use the basic fundamentals and then I can go more advanced .

Getting started:

The game's link : <https://abeersharif111.github.io/Lollypop-Game/>

Attributions:

- For generating the background I used : copilot.
- For the sounds I used : <https://pixabay.com> .

Technologies used:

- JavaScript.
- HTML.
- CSS .

Next steps:

Planned future enhancements :

- At the beginning of the game there will be a basket that positioned at the ground in the right side of the lollypops , as much as he click red lollypops the basket will be moved to left side near to the kid .
- If the basket reach the kid then it will be great so the kid will dance .
- If he clicked a blue lollypop, the basket will move back to the right far a step of the kid and the score will decreased by 1 and I want a message indicating that I have a fault.
- If he clicked the black lollypop the basket will return back to its original location and the score becomes to 0 .