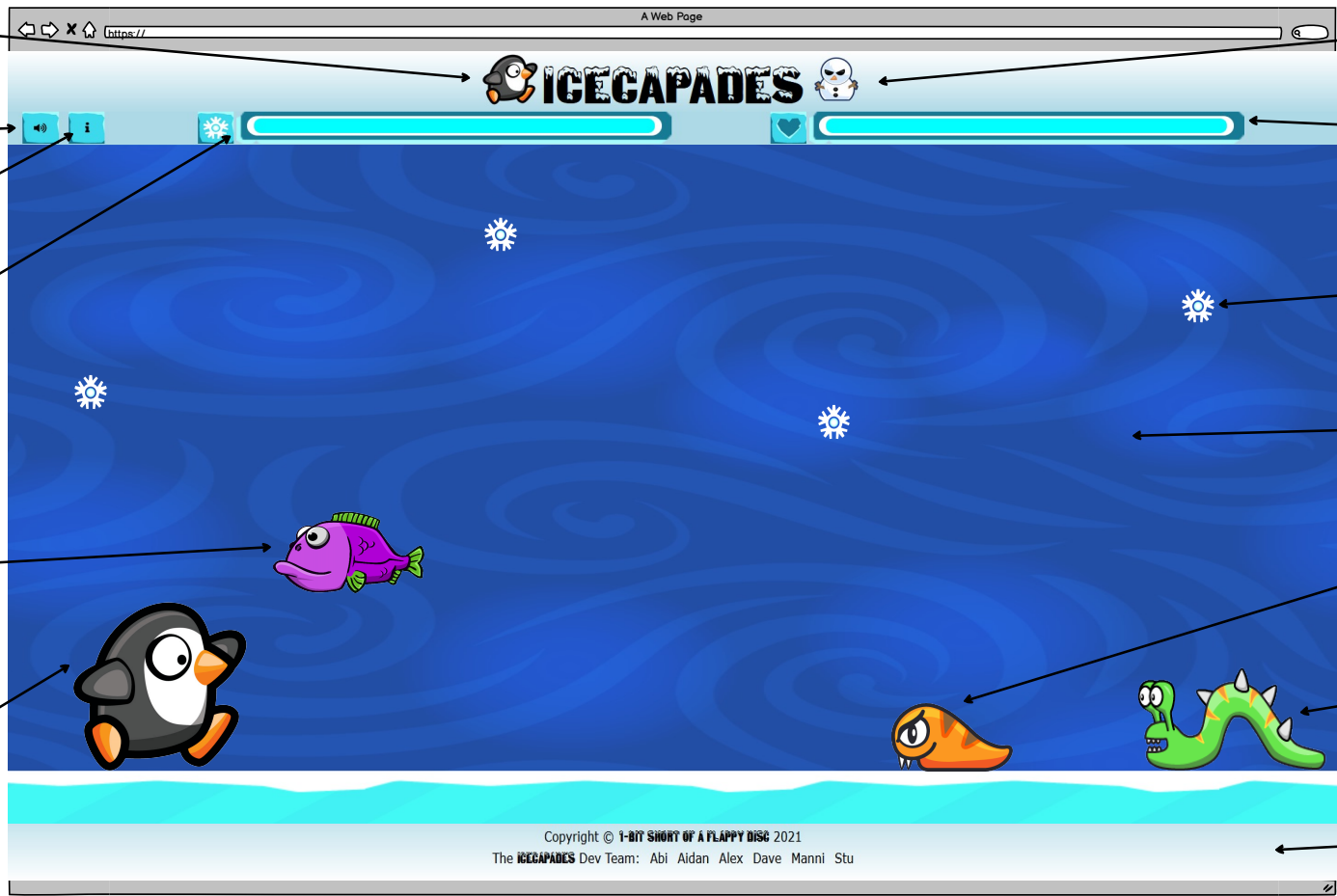


This is Tux, Linux mascot and the main character of the game



The evil boss of the game

Health progress bar is used to indicate how much health Tux has while playing the game, which is refilled by collecting fish

Snowflakes will fall from the sky so Tux can catch them and turn them into snowballs to refill the snowball meter.

Swirly background image that will be moving while playing the game

Slug, first enemy that is used during the game for Tux to shoot at and kill

Worm, the 2nd enemy that is used to be killed by Tux during game play

Footer with copyright information, team name, names of each person on the team and github links

Music control, it can be turned on and off while playing

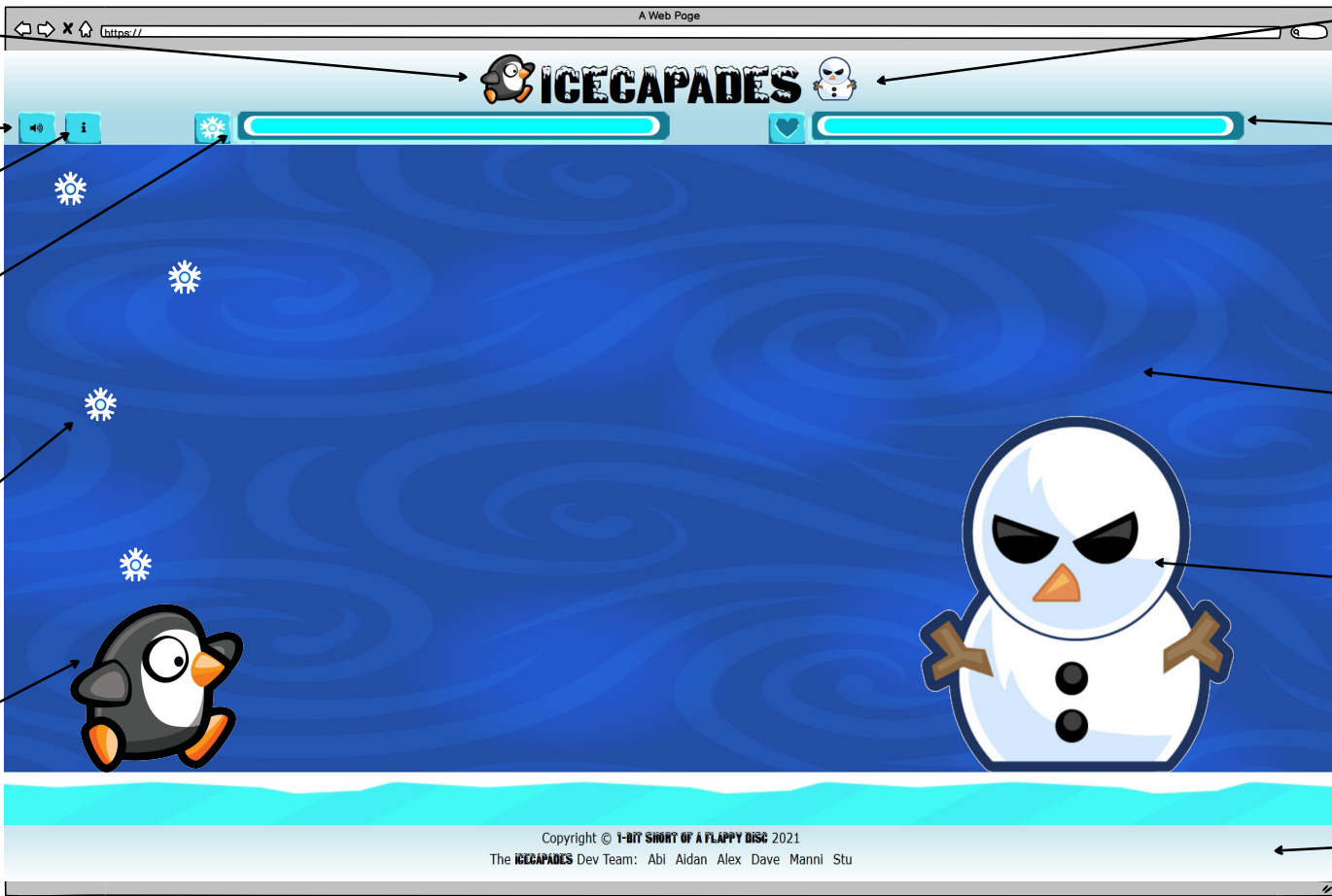
Instructions button on how to play the game

Snowballs progress bar is used to indicate how many snowballs Tux has while playing the game, which is collected in the game by collecting snowflakes.

Fish for regaining health during game play which will float above Tux's head height, so he has to jump to catch them

Tux, the main character of the game

This is Tux, Linux mascot and the main character of the game



Snowman (name needs to be decided), The evil boss of the game

Music control, it can be turned on and off while playing

Health progress bar is used to indicate how much health tux has while playing the game, which is refilled by collecting fish

Instructions button on how to play the game

Snowflake progress bar is used to indicate how many snowballs tux has while playing the game, which is collected in the game by collecting snowflakes.

Swirly background image that will stop moving while in boss battle mode

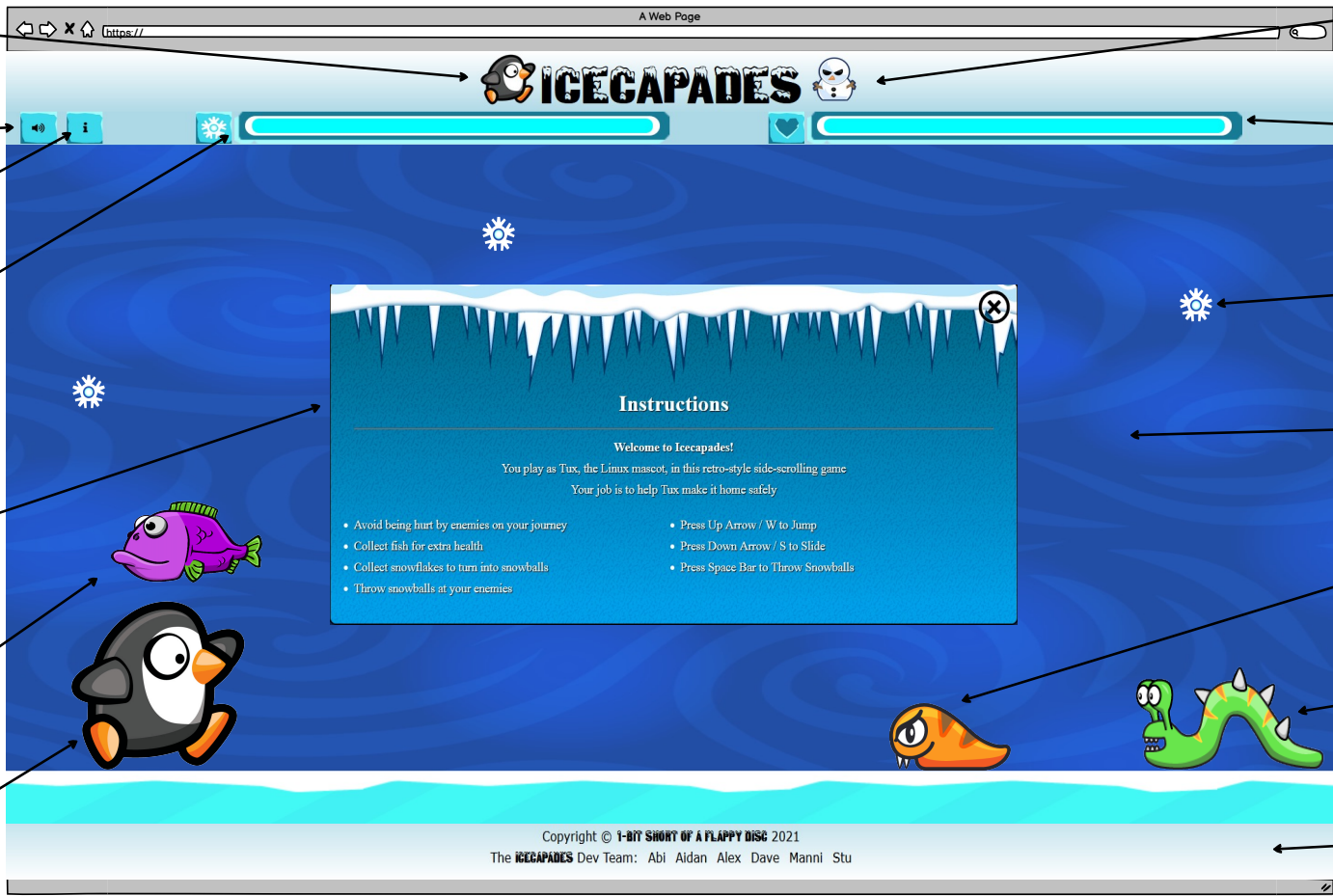
Snowflakes will fall on Tux during the whole boss fight as to give Tux unlimited snowflakes

Snowman (name to be changed) is bigger then Tux in the boss level

Tux, the main character of the game during the boss battle

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This is Tux, Linux mascot and the main character of the game



The snowman (name yet to be decided), The evil boss of the game

Music control, it can be turned on and off while playing

Health progress bar is used to indicate how much health tux has while playing the game, which is refilled by collecting fish

Instructions button on how to play the game

Snowflakes will fall from the sky so Tux can catch them and regain the snowflake meter to shoot at the enemies

Snowflake progress bar is used to indicate how many snowflakes tux has while playing the game, which is collected in the game by collecting snowflakes.

Swirly background image that will be moving while playing the game

User gets the information on how to play the game upon pressing the I button just above the game screen

Slug, first enemy that is used during the game for Tux to shoot at and kill

Fish for regaining health during game play which will float at head height of Tux and will need to jump to collect it

Worm, the 2nd enemy that is used to be killed by Tux during game play, which is slower than the slug enemy

Tux, the main character of the game during the boss battle

Footer with copyright information, team name, names of each person on the team and github links

This is Tux, Linux mascot and the main character of the game

Music control, it can be turned on and off while playing

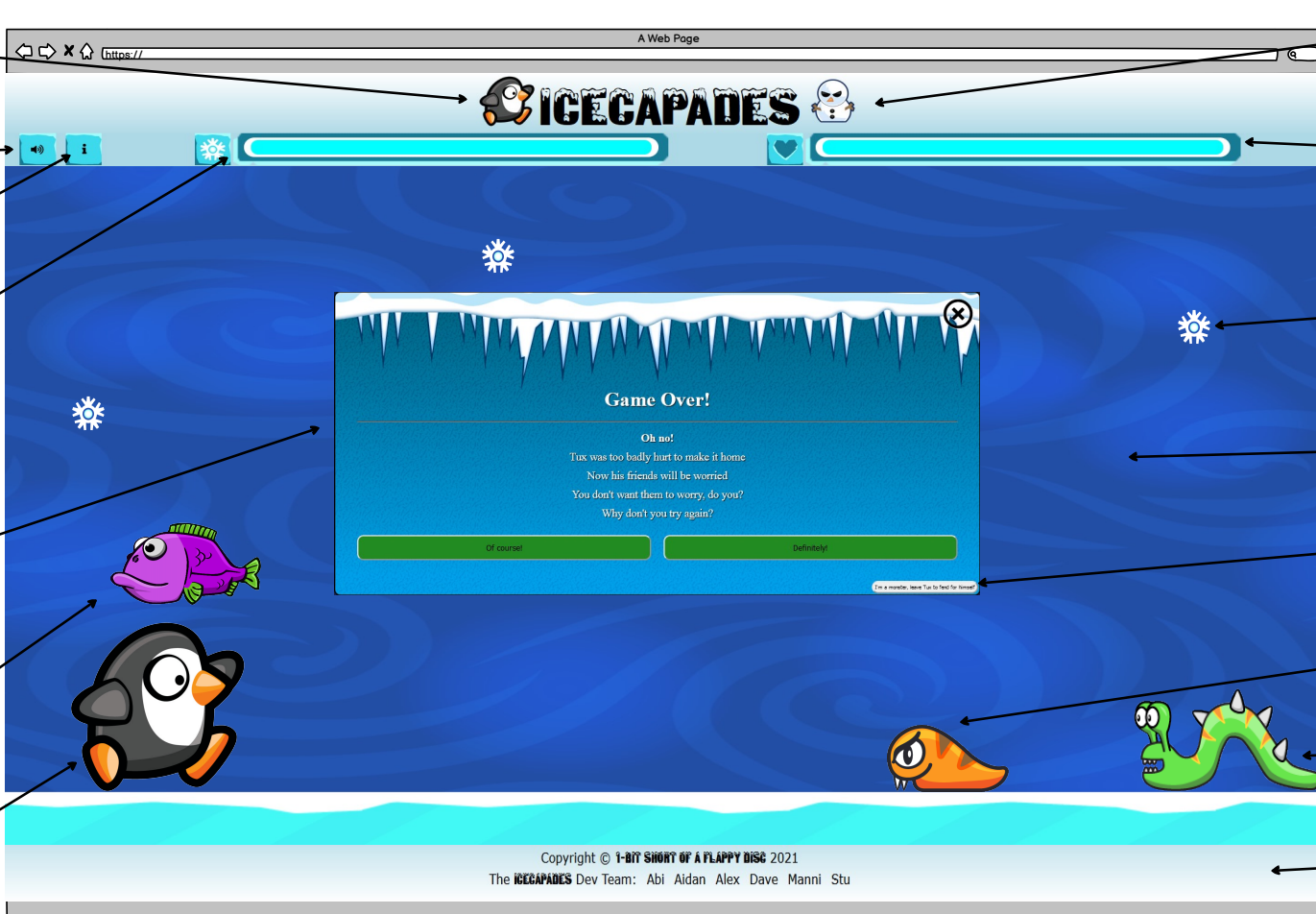
Instructions button on how to play the game

Snowflake progress bar is used to indicate how many snowflakes tux has while playing the game, which is collected in the game by collecting snowflakes.

User gets the information after the health bar gets down to zero

Fish for regaining health during game play which will float at head height of Tux and will need to jump to collect it

Tux, the main character of the game during the boss battle



The snowman (name yet to be decided), The evil boss of the game

Health progress bar is used to indicate how much health tux has while playing the game, which is refilled by collecting fish

Snowflakes will fall from the sky so Tux can catch them and regain the snowflake meter to shoot at the enemies

Swirly background image that will be moving while playing the game

A moving button was created to deter the user from exiting without helping Tux

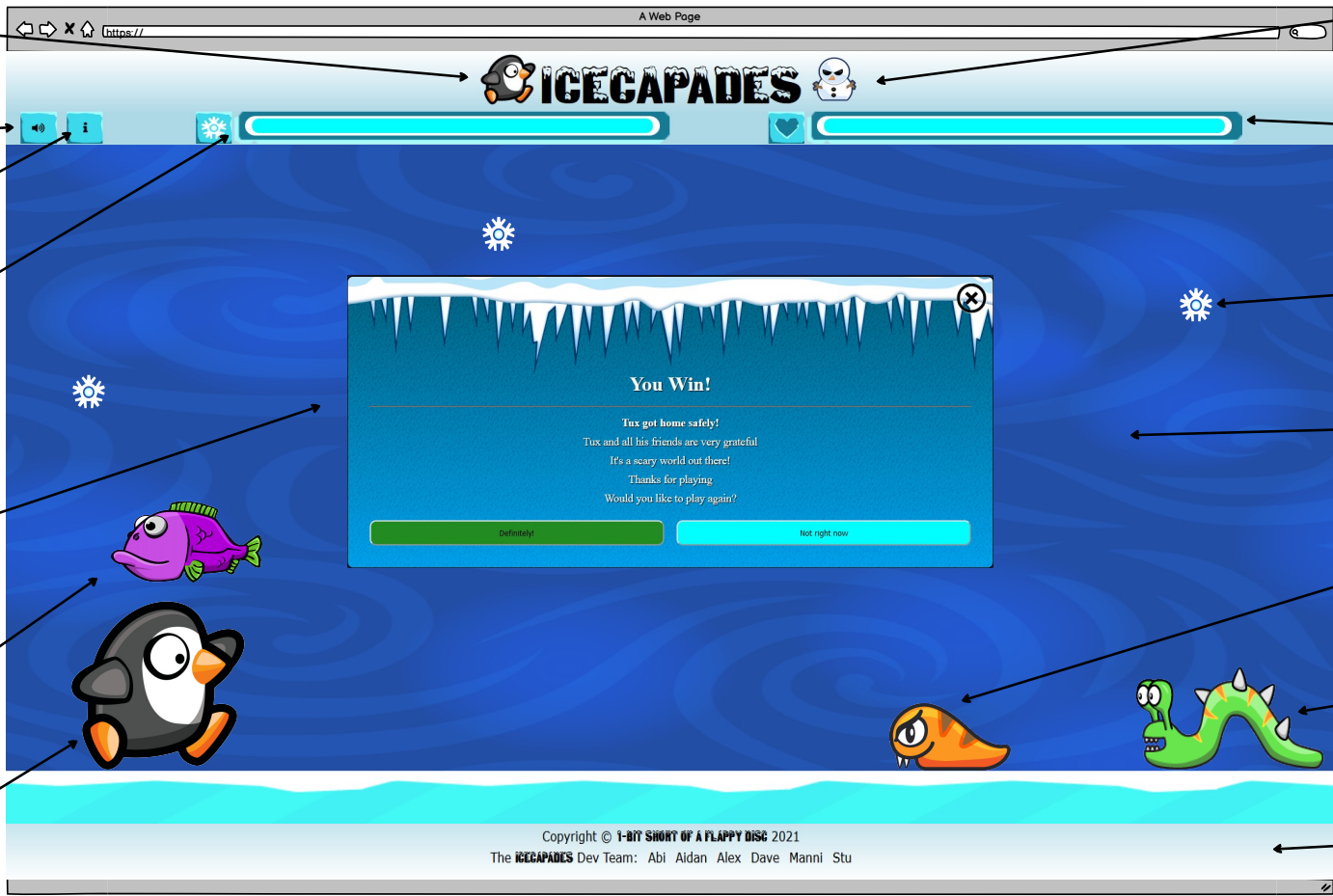
Slug, first enemy that is used during the game for Tux to shoot at and kill

Worm, the 2nd enemy that is used to be killed by Tux during game play, which is slower than the slug enemy

Footer with copyright information, team name, names of each person on the team and github links



This is Tux, Linux mascot and the main character of the game



The snowman (name yet to be decided), The evil boss of the game

Music control, it can be turned on and off while playing

Instructions button on how to play the game

Snowflake progress bar is used to indicate how many snowflakes tux has while playing the game, which is collected in the game by collecting snowflakes.

User gets the information after the user wins the game and Tux gets home safely

Fish for regaining health during game play which will float at head height of Tux and will need to jump to collect it

Tux, the main character of the game during the boss battle

Health progress bar is used to indicate how much health tux has while playing the game, which is refilled by collecting fish

Snowflakes will fall from the sky so Tux can catch them and regain the snowflake meter to shoot at the enemies

Swirly background image that will be moving while playing the game

Slug, first enemy that is used during the game for Tux to shoot at and kill

Worm, the 2nd enemy that is used to be killed by Tux during game play, which is slower than the slug enemy

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