

The diagram illustrates the layout of a game level, showing various elements and their dimensions in pixels (px). The overall width is 700px and the height is 388px.

Score Display: Located at the top right, with a width of 250px and a height of 80px. The score is "Score: 00001".

Clouds: Three clouds are positioned in the sky area. The range for the first two clouds is 205 - 295px.

Ground Elements:

- T-Rex:** Located on the left side of the ground, with a width of 30px and a height of 70px. Its range is 70px - 205px.
- UFO:** Located in the center of the ground, with a height of 155px. Its range is 155 - 85px.
- Cactus:** Located on the right side of the ground.

Dimensions and Ranges:

- Overall width: 700px
- Overall height: 388px
- Score display height: 80px
- Score display width: 250px
- Cloud range: 205 - 295px
- T-Rex height: 70px
- T-Rex range: 70px - 205px
- UFO height: 155px
- UFO range: 155 - 85px
- Ground element height: 205px