Summary:

The goal of the game to save the tree by helping it drink water and avoiding a poison that can hurt it. When the tree drinks water it gains score by 1 but when it collides with the poison it loses a score by 10 points. When the score reaches 50 the player wins and a victory sound is played as well as a victory image.

Instructions:

Use the arrows to move up, down, and to the side.
If you collide with the poison you will get hur and lose 10 pointst but if you drink water you will gain points.

A list of techs used:

Google
Github
Openartgame
Canvas

Citations:

https://opengameart.org/content/6-short-water-splashes
https://opengameart.org/content/victory-road
https://opengameart.org/content/8bit-death-whirl
https://opengameart.org/content/chocolate-monster-sprite-sheets
https://www.canva.com/p/templates/EAE2PTCzk8w-aesthetic-contest-win-instagram-post/
https://stock.adobe.com/images/dead-tree-with-few-flowers-symbol-of-rebirth/127973879
https://stock.adobe.com/search?k=a+glass+of+water+cartoon

Description:
- I learned how to change the Icon pygame to a different picture
- I would like to improve on creating classes, buttons and functions.
- I was going to do this differently next time I would ask a teacher or someone if I needed help.
- I did change a lot of things I was hopping to do but I just settled with what I have.