1. **– game Main Functionality**

* There are several difficulty levels (ex. Each 100 point change the level)
* The game has score and best score.
* The game has a variety of obstacles and challenges for players to overcome.
* The game includes power-ups that enhance the rocket's abilities (ex. health a speed)
* background music and sound effects to enhance the gaming experience.
* It should have pause and resume.

1. **– website Main Functionality**

* We should design an incredible user interface that displays vital information, such as score, remaining lives, and power-ups collected. Include menus for starting, pausing, and restarting the game.
* Gesture Tutorial: Provide a tutorial or onboarding process that teaches players how to control the rocket using hand gestures.
* Add leaderboards to encourage competition among players.
* Gather and analyze user feedback to continually improve the gesture recognition system.