Hello Mr Shishkaryov;

I completed the task you gave me. However, I'm having a lot of trouble comprehending the game creation documentation. I would have contacted you throughout the build phase, but there are so many of them. For the time being, I should probably stay with what I understand. Here are my questions:

--The second quote of the task states that "Cylinder is the main player," but the context after that refers to Cube movement, which I found confusing. Is my primary player stable? Why would I move "The Cube" once there will be a large number of them spawning nearby?

The next events claims that cube movement will only be permitted in other squares, despite the fact that my play zone is once again labeled as "a square" surface.

One of the things I have a hard time understanding is score system. In order to improve my score, I must play the game, but I was supposed to lower it by levels yet the scoreboard template indicates that I should have increased it by levels.

-Do I have to delete the object (collectables) or push it? I made both.

-The player advances to the next level when their score reaches 100. I created a gaming mechanic that increases level thresholds wave by wave (also difficulty)

Even though I struggled, I still had a great time. Once again, many thanks, and I hope you like it. Please let me know if there is anything I can do to make it better. Have a good day!