**Board Smasher**

Gameplay Board Smasher’s gameplay consists of pressing keys on the keyboard to gain score. One key press equals one score. The goal is to get the highest score possible under a time limit. If the score is divisible by 100, it grants +3.5 seconds to the time. This is to incentivize the player to press the keyboard faster in an effort to gain more time.

Coded in Python

Languages English

Development Checklist

* Coding
  + ~~Actual game~~
  + ~~Start screen~~
  + ~~High Score screen~~
  + Restart game function
  + Effects
* Sound
  + Royalty-free music
  + Sound effects
* Art
  + ~~Fonts~~
  + Graphics

Deadline November 23, 2018