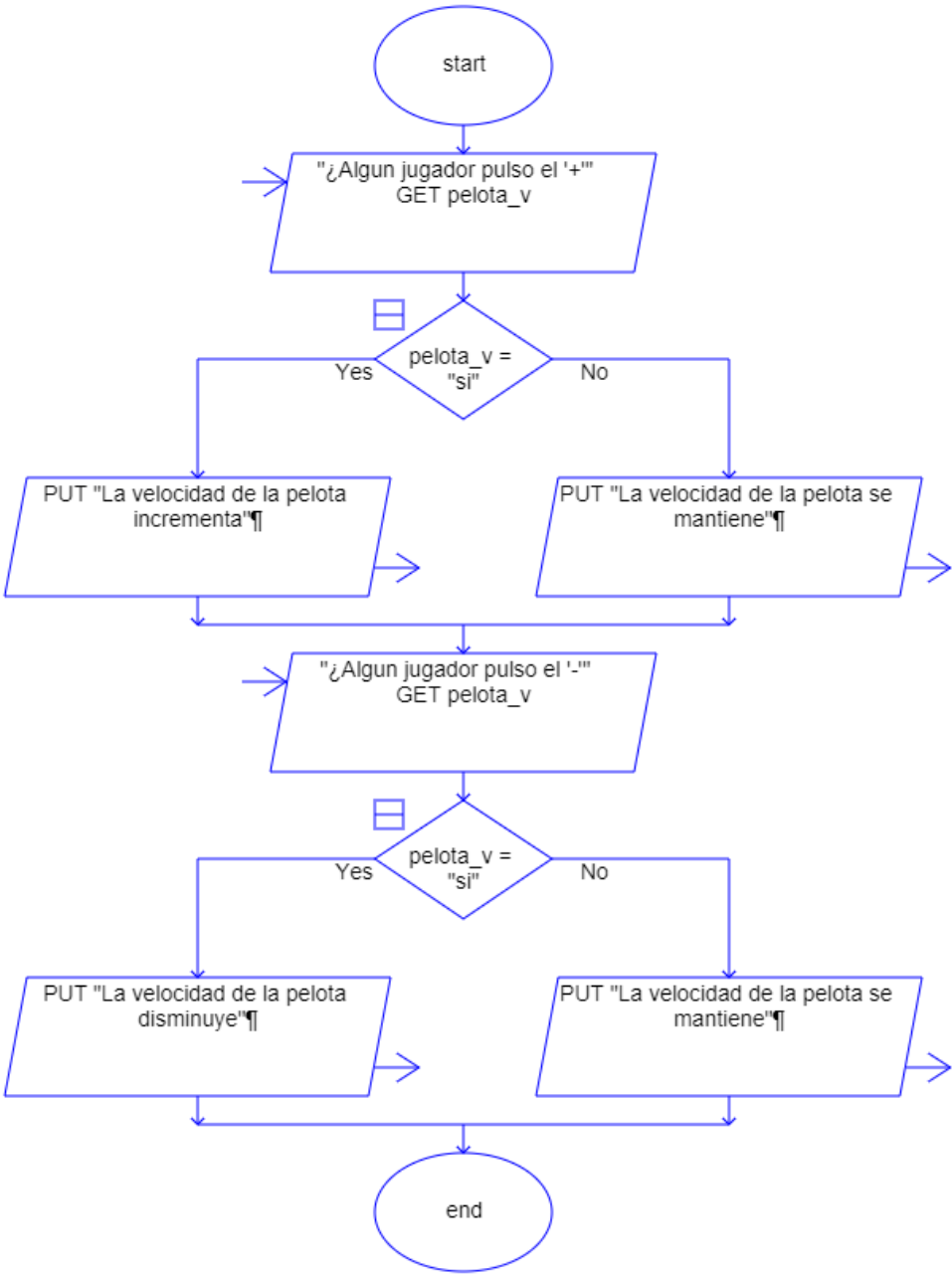
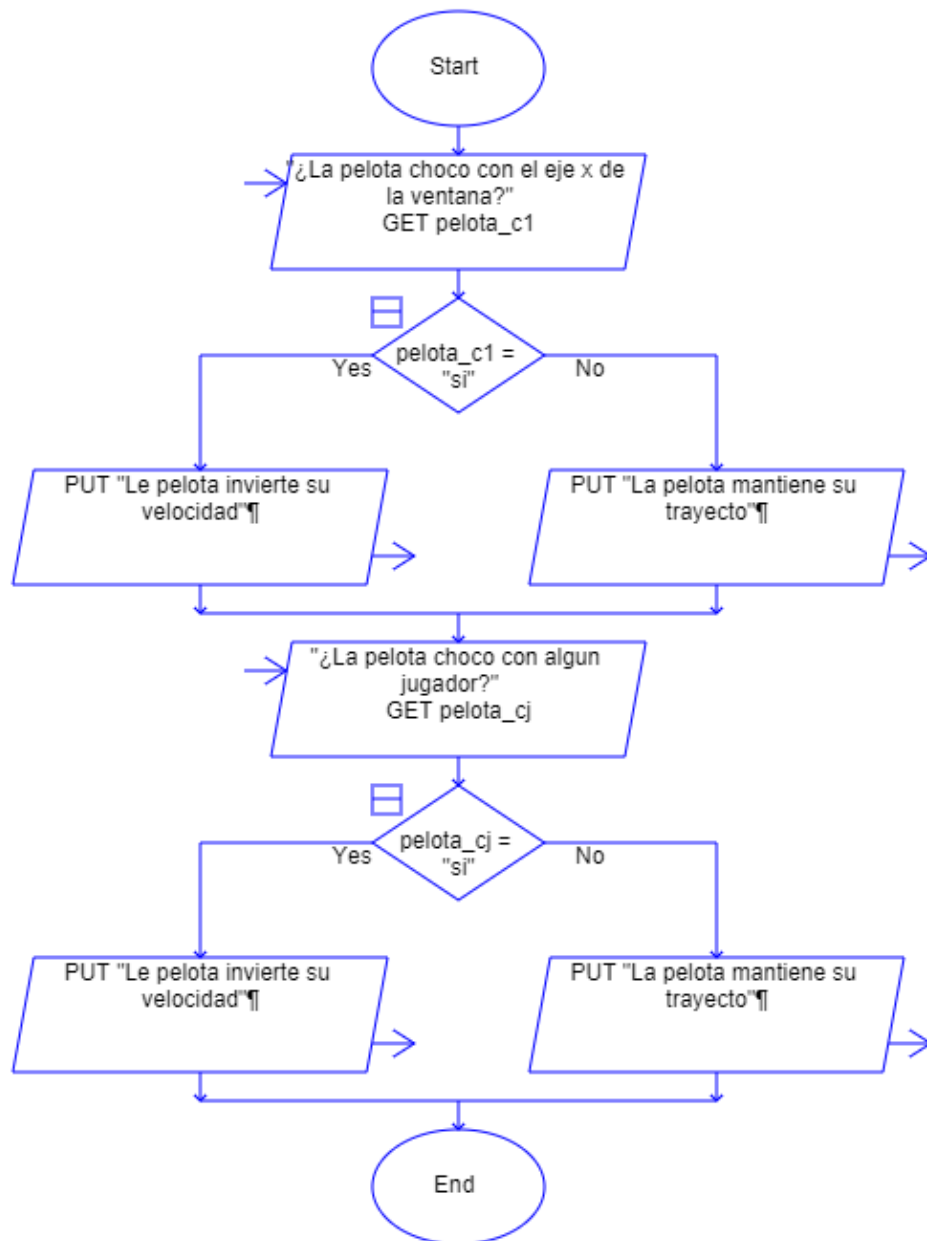


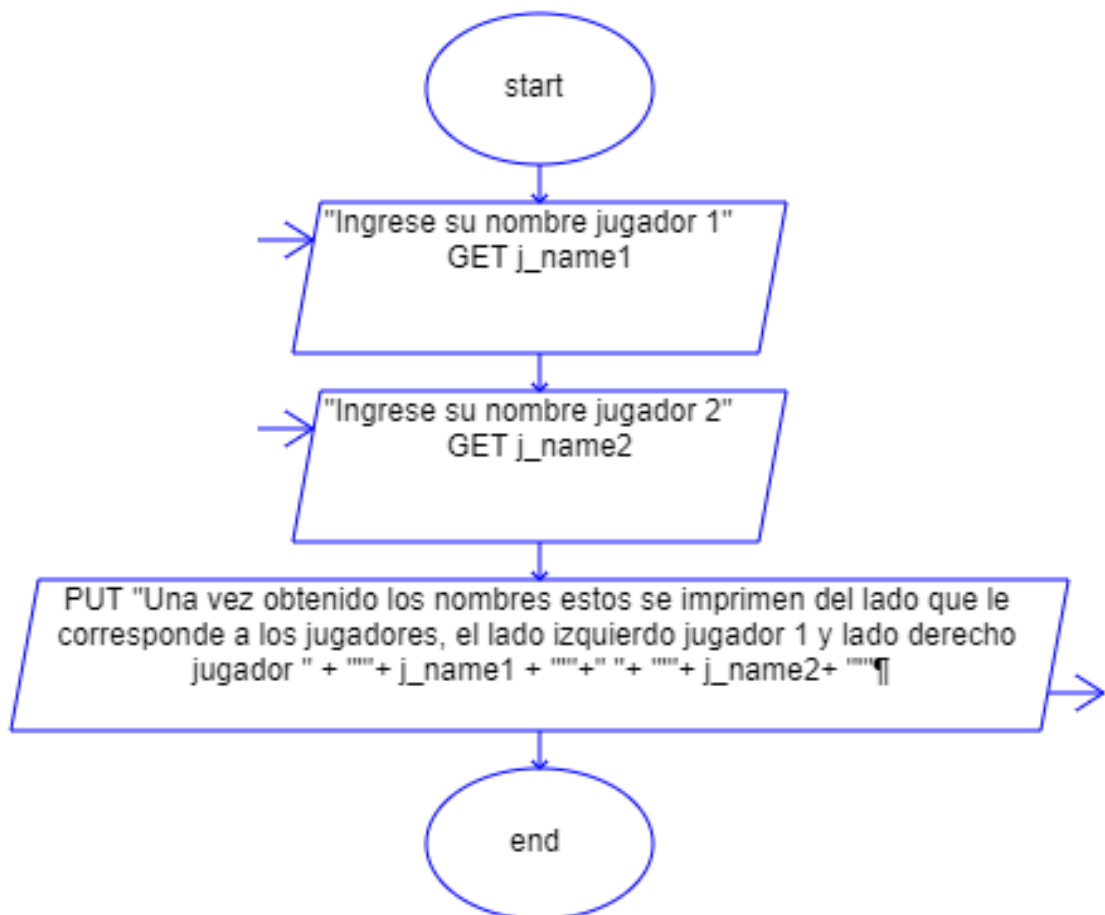
Control de velocidad



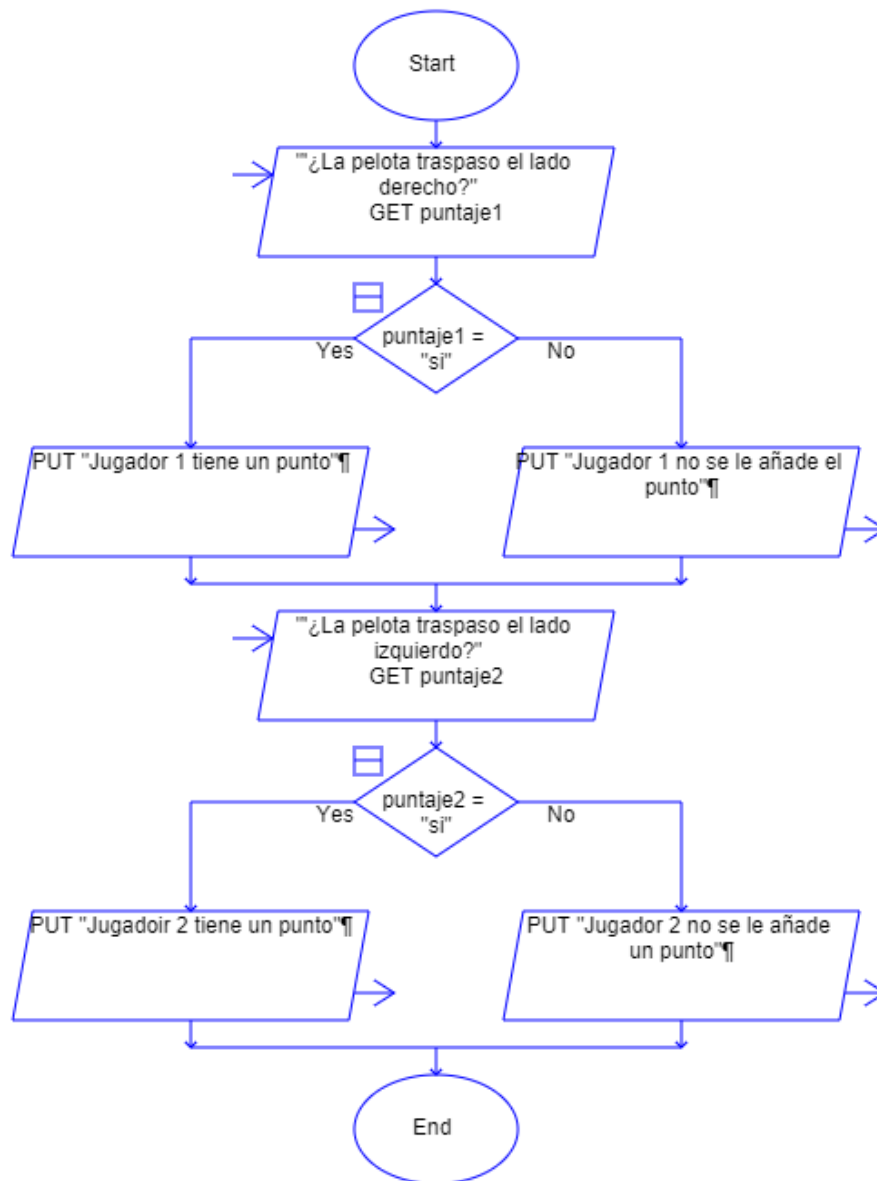
Lógica de colisiones



Inserción de nombres de jugadores



Sistema de puntaje



Link de repositorio en GitHub
<https://github.com/Fram016/Game>