**ASSIGNMENT 6 - GROUP 1**

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Link to clone our repository:

<https://github.com/Frederikrik/Pygame.git>

Milestones for next week:

* Game implementation.

1. Implement the score increase logic for jumping over the cactus.
2. Implement the game over condition when the cowboy fails to jump.
3. Implement the logic for jumping over the snake (no score change).
4. Implement the score decrease logic for touching the snake.
5. Implement the logic for ensuring a cactus obstacle when the score is 0.
6. Implement the game over sequence when the cowboy crashes into a cactus.

* Speed implementation: implement the speed increase and cowboy appearance change after 20 seconds.
* Game instructions display.
* Debug.