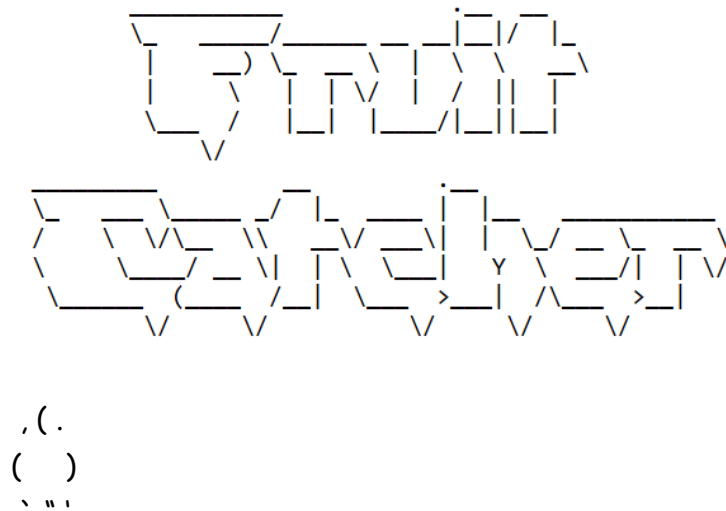○ Game Manual (PDF): Create a visually appealing manual (using Canva or similar tools) that includes:

Fruit Catcher

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■ An introduction to your chosen or proposed game.
Fruit Catcher is an arcade style game of endurance with fruit falling from the sky. It is up to you to catch as many as you can to get a high score.

■ Gameplay mechanics and rules.

Quit   Left   Right

Use A and D or the Arrow Keys to move the basket left and right. Each fruit caught is worth 1 point. You lose when you fail to catch a fruit.

Controls: 'a' / 'LEFT' (left), 'd' / 'RIGHT' (right)., 'q' (quit)

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Score: 1
High Score: 0
Controls: 'a'/'LEFT' (left), 'd'/'RIGHT' (right), 'q' (quit)
```

- Explanation of how the game works, including the key features of your code.

The game runs using ncurses, a programming library that emulates a terminal for PCs that may not be able to compile the game on their own machine. The game starts by scanning the entire screen for a fruit. If no fruit is detected, one is spawned in a random position with its speed set at random as well. The arrow keys move the basket. If the fruit touches the basket at the bottom of the screen, it spawns another random fruit. If the game does not detect a basket catching the fruit, the game ends and your score is shown.

Key Features
Credit Section
Named Leaderboards

Title Screen
Launching the game for the first time shows a menu screen with the name of the game. The game only starts when any key is pressed.