**Game Final Demo**

**CPSC 1045**

**Jun Wang**

**Title of Game:** The Gold Miner

**Description**: In this game, the players’ goal is to collect gold mines with a hook that is swinging left and right. The players will be able to shoot the hook by clicking the mouse. Upon passing the level, the next level would have a greater difficulty with higher goal points and higher big rock spawn chance and lower big gold spawn chance. When player fails a level, difficulty resets.

**Objective**:

In this game, each mineral the players collect gives points depends on which kind of mineral, and the size of the mineral. The goal for the players is to get a certain points before a time limit.

**Bugs:**

Sometimes, the hit box is unclear, but overall, there aren’t other bugs I found.

**Outside Library:**

There aren’t any outside library I used in developing the game.

**Outside Code:**

There aren’t any outside code I used in developing the game.