Level loop:

Basket full of laundry (10 items).

The game has a time limit.

4 empty colored baskets in the background.

An item is highlighted, and the player needs to press the button corresponding with the correct basket.

press the wrong button or time ran out and Game Over.

Laundry object properties:

Colored laundry sprite

Button association (derived from visual Basket association)

Four counters, one for each basket.

Script “current item”.

Takes in items color.

If item color == my color

If item destroyed, my item count ++