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I created a 2-D game using HaxeFlixel.

To run the project,
Navigate to the project in command prompt
And command: "lime test HTML5"

Or press Ctrl + Shift + B in text editor to build and run the project.

When the project starts, first will be homepage (Menu State), which will prompt the user to click the start button to start the game.

When the game starts, user can click on the desired ball and drag it to the desired flask to drop it in the flask by releasing the click.

Two balls with same number will add to a new ball double of their number. By adding the balls like this, user is supposed to reach the goal state.