

## Dodge the Creeps: Enhanced Edition

Game link: <https://indronil-prince.github.io/game.html>

This version of "Dodge the Creeps" introduces several enhancements to the original game, aimed at providing a more dynamic and rewarding gameplay experience. With the addition of multiple lives, bonus lives, visual and audio feedback on being hit, players can enjoy a more engaging and slightly less punishing game.

### Modifications

#### Multiple Lives

- **Lives Added:** Players now start the game with 3 lives instead of just 1. This change allows players more opportunities to score higher without restarting the game after a single hit.
- **Life Display:** Players start with 3 lives, displayed in a label at the top left corner of the screen, next to the score label. This allows players to easily keep track of their remaining chances.

#### Bonus Lives

- **Scoring System:** For every 10 points earned, players receive an extra life. This is designed to reward skill and longevity in the game.
- **Bonus Feedback:** Whenever a bonus life is awarded, a "Bonus +1" message flashes at the top middle of the screen for 1 second. This provides clear and immediate feedback that a bonus has been earned.

#### Visual and Audio Feedback on Hits

- **Hit Feedback:** Upon being hit by a creep, the player's character will flash red for 1 second, providing immediate visual feedback that a hit has occurred.
- **Sound Effect:** A collision sound effect plays when the player is hit, enhancing the feedback loop and helping players better understand the game's state without constantly watching the score or lives counter.