

<https://github.com/Iqra93/CRCP-1310.git>

I created a game that has a character that is a bubble set in an underwater scene. The objective of the game is to make the bubble fly over the obstacles using the 'w' key that are coming into the scene at random sizes. If the bubble falls then the game will reset. The game starts immediately and displays the instructions at the top left corner to indicate what key to press to operate the bubble. The mouse does not affect the game in any way.