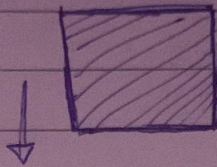
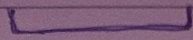
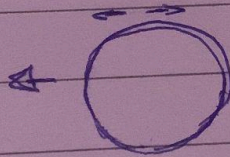


- Press SPACE \rightarrow the block falls
- Block enters 2d Area = +1 score



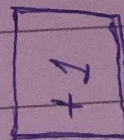
Player



Score:



Area 2D



Falling Blocks

- Player moves sideways
- Two walls on side of screen
- The more blocks you survive, the higher the score
- The blocks spawn randomly on top of the screen

2D area to keep score updated