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CST-250

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Activity 5

**Main View**

A screenshot of a computer

Description automatically generated

Main Game view with the two buttons for scoring. The color of each button is chosen at random whenever the button is moved from current position to a new position.

**Game Over Screenshot**

**A screenshot of a computer

Description automatically generated**

Decided to have the game end when the user misses a click. Will show the message box with an “ok” which will close the form when pressed.

**Decoy Button Pressed**

**A computer screen with a black background

Description automatically generated**

When the user clicks the decoy button, it will subtract 1 from the score and increase both timer intervals by 50ms. When the user clicks on the target button, it adds one to the score and both timer intervals are decreased by 50ms to simulate a faster pace when you get closer to the winning score of 10.

**Note:** Ran out of time to implement the multiple difficulties and the try again prompt that will keep your high score.