

Design of the game and the objectives: In the game there are three different types of the birds and three different types of the animals (snake, bear and tiger) to chase the bird, and user can choose the type of the bird and animal they want to play with. After user chooses the bird and animal, they click on the 'start' button to start the game. When the game starts random circles in size and location are produced (10 circles) and the user can get more scores by going through the circles (eating the circles), also if the animal and the bird go through each other; it means the animal eats the bird and user will be lost. User will win if they get the highest score, which is 100 (each circle has 10 scores). The purpose in the game is that user be able to go through the circles to get scores without being ate by the animal. The game contains sound, background color, a canvas with grass background image. A paragraph with background color gray and color pink for the text. Also the sound is not auto play, so user can choose to play the sound if they want. Emoji's have been used in order to show the birds and animals

Resources : <https://www.w3schools.com/>

<https://www.youtube.com/watch?v=1yS-JV4fWqY&list=WL&index=1&t=332s>

<https://www.youtube.com/watch?v=QTclXok9wNY&list=WL&index=2>