The game is a trash collector game. In the game you use the arrow keys to pick up trash that falls down. After a while more trash spawns making the game increasingly difficult. There are also several types of animals that spawn in as well if the trash hits an animal they will lose health and turn green so the player knows they are at a risk of dying. If the animal’s health is depleted they will die. After ten animals die the game ends.

Here are some of the links I used for art but every asset I got was from openGame art. As far as I’m aware the game idea is original I did not try to copy any game that I know of though there probably is very similar game out there.

My class diagram is on the page below

<https://opengameart.org/content/collection-fantasy-adventurers-spritesheet>

<https://opengameart.org/content/arrow-0>

<https://opengameart.org/content/animated-wild-animals>

<https://opengameart.org/content/forest-pass>

<https://opengameart.org/content/forest-and-grave>

