Inspiration comes from: flapy birds, gold miner

reference: flapy birds: https://github.com/Meisterla/flappy_bird/blob/main/main.py

Game background： In 2121 years, the earth's resources become scarce because of human activities. Human beings are not satisfied with earth's resources and they found mines in space by accident. Then, astronauts Thorsten and Isaac are assigned to mine in space.

Interface introduction:

Head Index Screen：

Indicator :operation:

1 .   Switch options or control direction of protagonist.

2 .**SPACE:** Confirm options or eject protagonist.

3. **ESC:** Back to the main interface.

PS: normally, other index also have same indicator

4. **About:** Group member list.

5. **Gallery:** Game background and operation guide

6. **Quit:** quit the game.

7. **Quick Start:** basic play screen

8. **Start:** Difficulty Index Screen

Difficulty Index Screen:

options:

1. **Easy:** Easy difficulty, open parameters.

2. **Normal:** Normal difficulty, open parameters .

3. **Hard:** Hard difficulty, open parameters.

4. **Endless:** Endless difficulty, open parameters .

5. **Back :** Back to the head index screen.

Basic Play Screen :

Contains:

1. Player with random skin which uses left and right arrow keys, space bar to control.

   operations:

-Left and right keys are used to move on the ring.

-Space bar is used to eject (move quickly in the direction of the dotted line).

2. Icons display time, health and score.

3. **(Rock):** player can crush Rock and get 10 points.

4. **(Yellow Rock):** players can capture Yellow Rock and get 500-2000 points.

5. **(Ice Rock):** players will be bounced back to the starting point and will not interact with

Ice Rock during the bounce.

6. **(Hot Rock):** players can crush Hot Rock and be deducted by one health point.

7. **(Healing Box):** Healing Box will help player gain one health point. (up to 10 points).

8. **(Timing Box):** Timing Box will add 20 seconds (up to 120 seconds).

9. **(CargoSS):** (only in non-simple mode) will carry Healing Box or Timing Box, and

players cannot interact with CargoSS.

10. **Mechanism**

    -End the game: When the countdown is 0, the level ends (Game Over), switch to the end interface.

   -End the game: When the HP is 0, the level is over (Game Over), switch to the end interface.

Pause Screen :
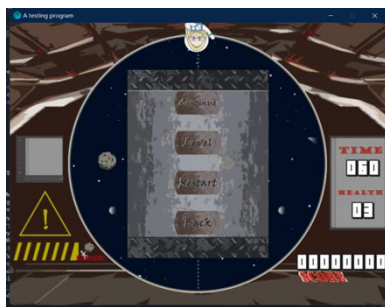
Contains:

1. : Switch to Basic Play Screen.

("Switch" is used here instead of "Enable", because this option will not reopen the game interface (that is, the level progress will not be reset)).

2. : open the Difficulty Index Screen.

3. : open the Basic Play Screen

("Enable" is used here, because the level progress will be reset)

4. : open the Head Index Screen.

5. Additional operation: ESC: switch interface.

End Screen:
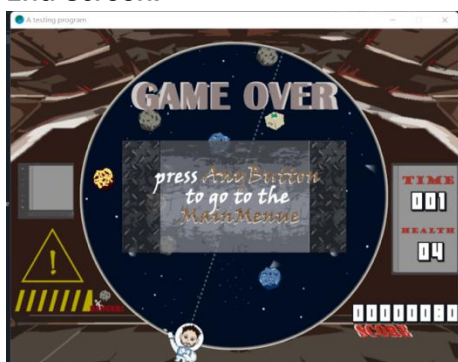
Contains:

1. Icon-Prompt-Prompt action

2. Additional operation: any key to open the Head Index Screen.