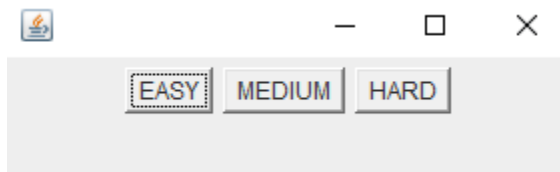# User manual:

- The game starts with a window containing 3 difficulties: easy, medium and hard. The user is free to choose which difficulty he prefers. From easy to hard, the number of falling shapes and their speed are increasing, while the time of the game decreases.

- When clicking the menubar , you can find multiple options like , "New" to create a new game, "Pause" to pause the game and enjoying the music, "Resume" to carry on playing and finaly "Exit" to exit the game.

- When carrying on a bomb your live decreases.
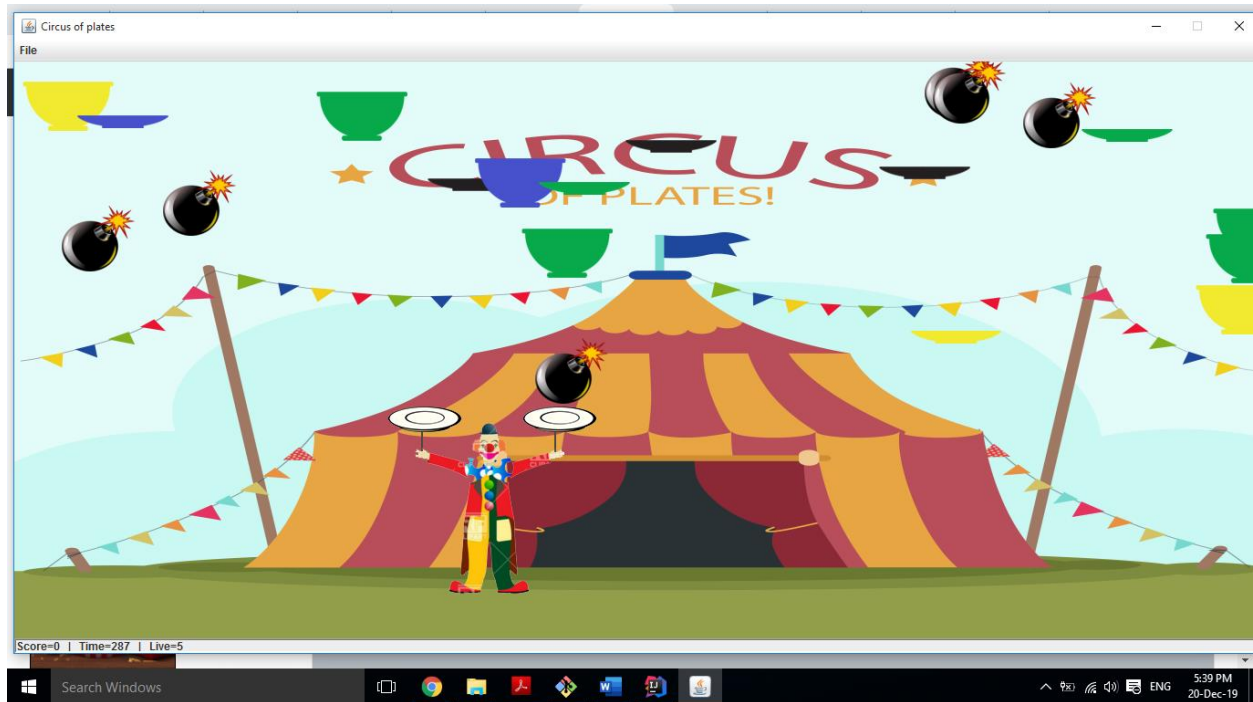
- A plate falling on the edge of the other plate , causes the latter to fall (Physics law). For example the blue pot will cause the black plate to fall and the user will lose score points

- It's a rush game, the level ends if the time is out or no other plates exist to be caught or you have reached the maximum number of shapes/stack
  Easy :10
  Medium: 8
  Hard: 5
- The number of different shapes increases with more difficult levels