README:

How to play the game:

* Start at the home page
* Start clicking on the big logo at the center of the page
* When you reach 30 carrots, you while be able to buy your first power up “1 carrot per min.”

Current Gameplay issue:

* When you have a power up to see it being added on the screen you would need to click the icon again.

Future possibilities:

* Adding a How to play page to the game.
* Improving the graphics
* Adding more power ups to the game
* Manage to get the amount of carrots that the player has to increase every seconds if he has any power ups.
* Getting the textview that has the string that announces whether or not you managed to buy the power up successfully, disappear after a couple seconds.