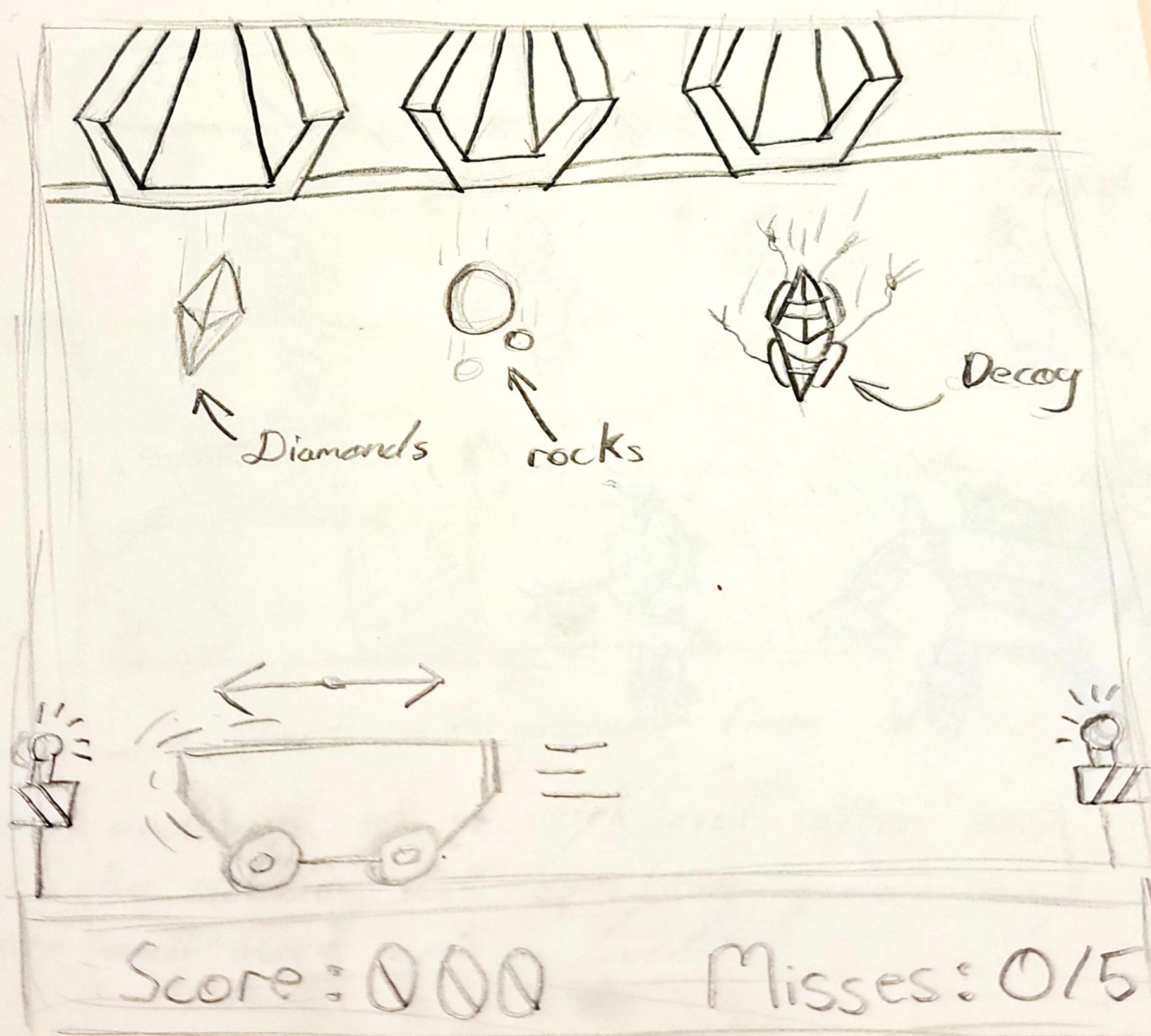


Diamond Dash



(Diamonds)



= Diamonds will Fall at normal speed and have a score of 50. they have 3 different colors red, green, blue.

(rocks)



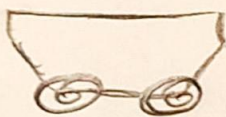
= rocks will Fall at $0.5 \times$ normal speed and will have a negative score of -5. they don't need to be caught by

(Fakes)



= Fakes ~~are~~ will Fall at $0.75 \times$ normal speed and will count as a miss when it is caught By the user and will play an explosion animation.

(minecart/player)



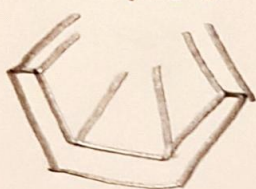
(Barriers)



= the player will Be moving From left to right trying to catch the diamonds with the mine cart and try to get a score of 999 or higher and the game is completed.

= Barriers will keep the user on sky a will Bounce the minecart off them.

(Conveyer-Belts)



= this is where the different Falling objects will be falling from and there is 3 Conveyer Belts along the top of the Screen. they will spawn an object every 2 seconds.