**Technical Design:**

The game consists of a flying object which is in space collecting crystals to boost the fuel for moving, also there is a crashing block, and when the flying object touches the block, it disappears and the fuel decreases. There is a level, live score, and fuel bar, which is updated during playing. All objects are in 3D and built using the three.js library like the objects. The number of crystals and blocks is generated randomly and increased by the level. There are 2 buttons(b1,b2 see representation) for the rules of the game and shop, which will be released in 2nd version of the game.

**Representation:**

