# DESCRIPTION

This is a Single player game, with four obstacles and a player. Player can be moved on the screen by user and the enemies move randomly on the screen. If player touches any of the enemies or crosses the boundaries of the screen the game will be over, at the end of game score will be how long player has survived from the enemies. For every 6 seconds a life pops out, if player touches the life, enemies will freeze for a period of 5 seconds. For every 10 seconds the size of enemies is increased by 20% of its radius and boundaries are decreased by 2% . Also there is a Pause/Resume button at the top left corner of the screen, using which the game can be paused/played. Speed, Sizes of the Player, Enemies can be altered.
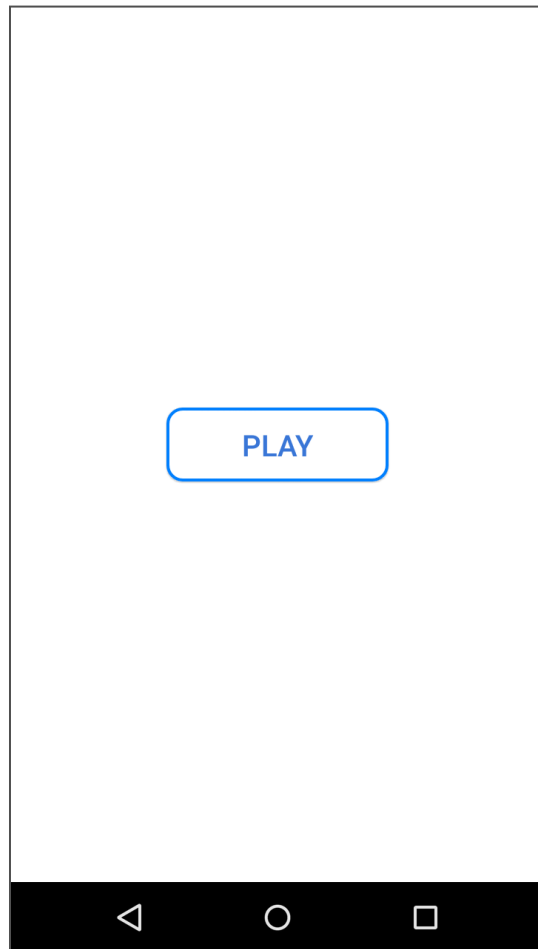
TECHNICAL SPECIFICATIONS

- Platform : Android
- IDE: IntelliJ
- Programming Languages: Java for Back-End , Xml for UI/UX
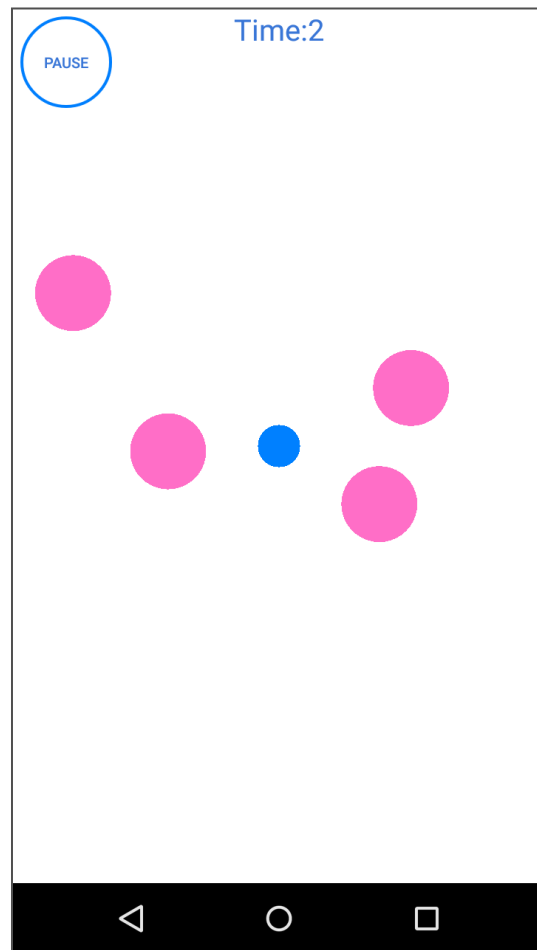- Libraries Used : OpenGL ES

ACTIVITY WISE DESCRIPTION
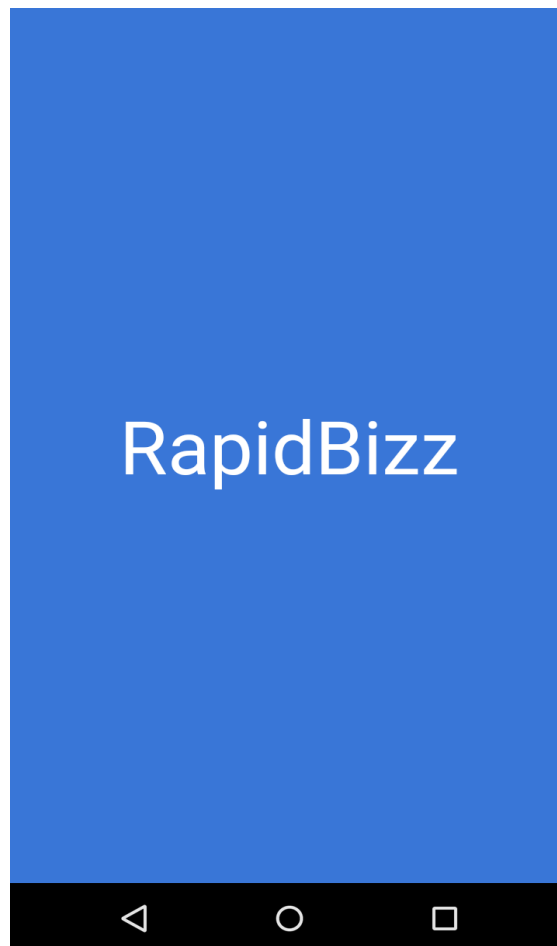
SPLASH SCREEN
**This Screen is called when the App is first created.**

PLAY

Second Screen
This is called after splash screen, On Clicking play button the game starts

Game Screen

This Screen is called when Play button is clicked in the previous screen. As mentioned earlier in description, There is a Timer at the top of screen, A Pause/Resume button at the top left corner, 4 enemies and a player are shown in the game.
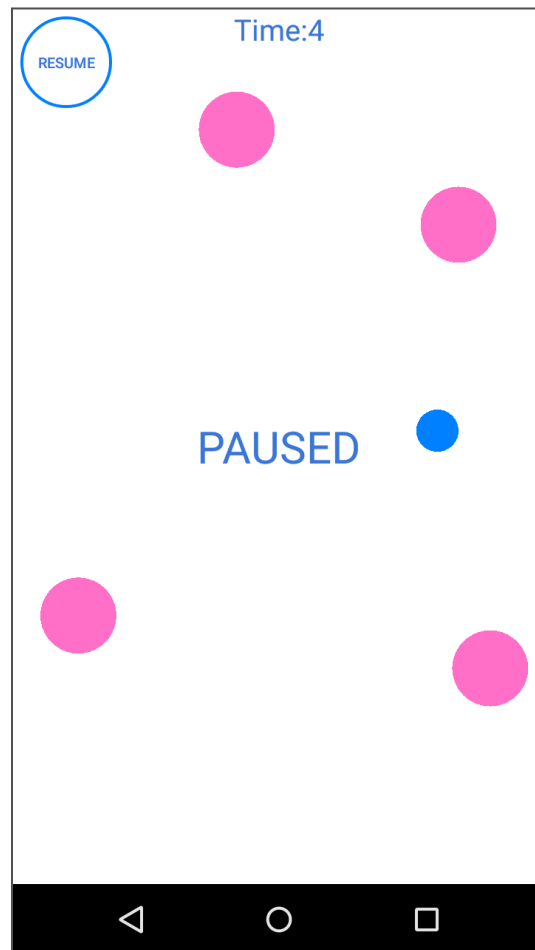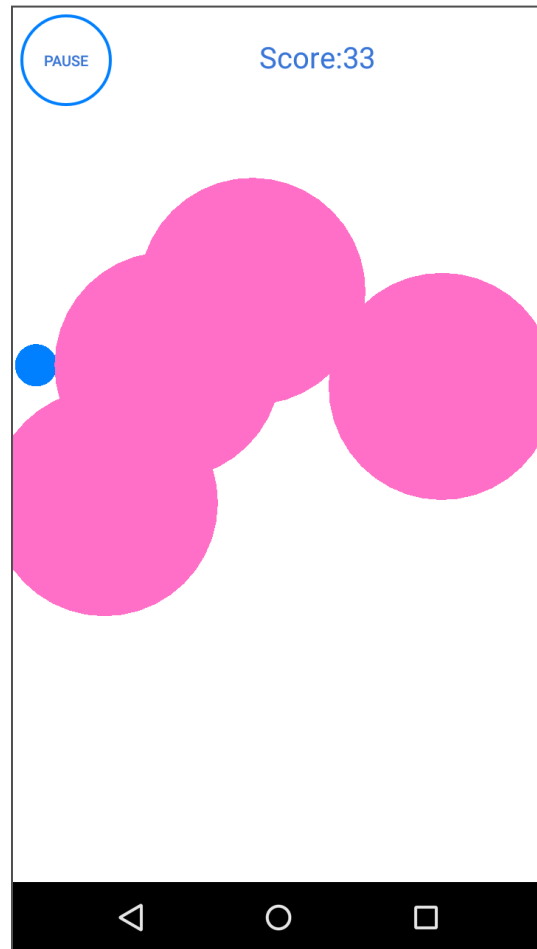
Paused
When Pause/Resume button is clicked, the Game is Paused as shown in the picture. In order to resume the same button should be clicked again.
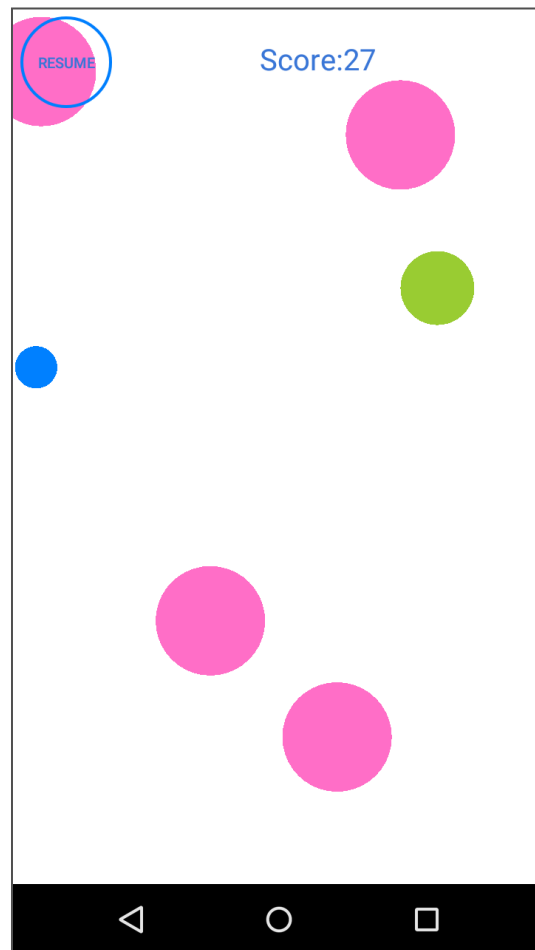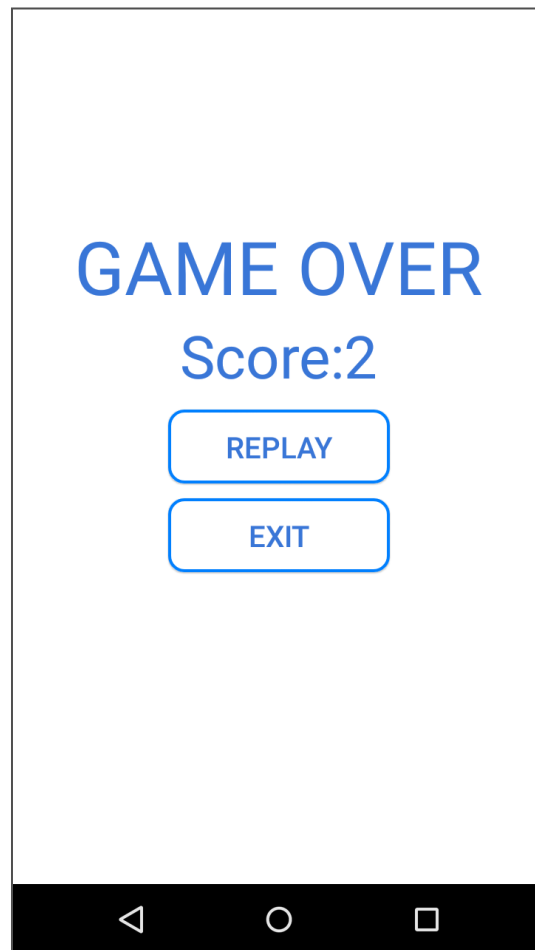
Life
For every 6 seconds a life pop's out as shown above.

The size of enemies increases for every 5 seconds as shown above.

GAME OVER

Score:2

REPLAY

EXIT

GAME OVER
When the player hits any of the enemy or crosses out of boundary the
game ends and the score is displayed as shown above.
We can play the game again by clicking the replay button.