**ZIGZAG GAME**

**Story:**

To move the player in the path using the mouse button and left direction.

**Algorithm/PseudoCode:**

1.Create a ZigZag environment

2.Player Movement(forward and left direction)

3.Input will be mouse button down

4.Player needs to collect the coins in the path

5.If player falls out of the path ,then game ends

6. If player moves in the zigzag position,the score gets updated with a point.

7. Player wins when he reach,end of the path/maze

8. Display winner UI.