**A List of Changes Programming**

These are the following changes I have made since my formative feedback in February:

* One obstacle moves up the screen.
* Collision with obstacle.
* Animation of images where the player (car) flashes it lights on and off throughout the game.
* Game ends with “GAMEOVER” message when the faller collides with objects.
* The faller (player) is restricted to the screen and cannot move beyond the canvas size.
* Array used for objects.
* 2nd Animation used for the obstacles.
* Lives used in the game.
* Splash screen for the user to the enter the game.
* 2nd Type of obstacles.
* Class-inheritance for obstacles.
* Objects collected by the faller.
* Commented code, indentation and readable.

These are inclusions that I have added to my game.