

Implementation and Features

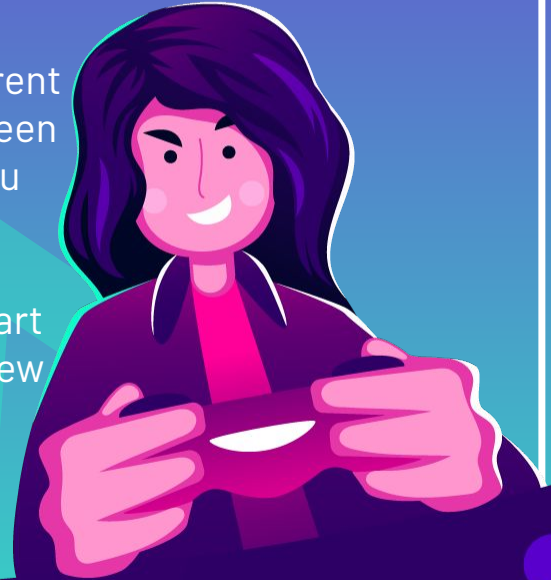
Main Menu: This will give option to start, load or exit option.

Load Screen: This shows saved games, you can choose any one to start from.

Game Screen: At this screen we play our game, we created 6 different obstacles (comes at random), we have to collect stars and in between colour pallet will change the ball colour to some random colour. You can pause in between by pressing 'p' key.

Pause Menu: You can resume or save current game

End Game: This screen shows the final score and lets user to restart game with earned stars, also user can go to main menu, or start new game.



Check Out Gameplay video: [gameplay](#)

Bonus Component

1. Background Music
2. Sound Effects
3. Smooth game play
4. Animated Menu
5. Difficulty increases with score

Thank You!!

Slide Template were take from Slidesgo

