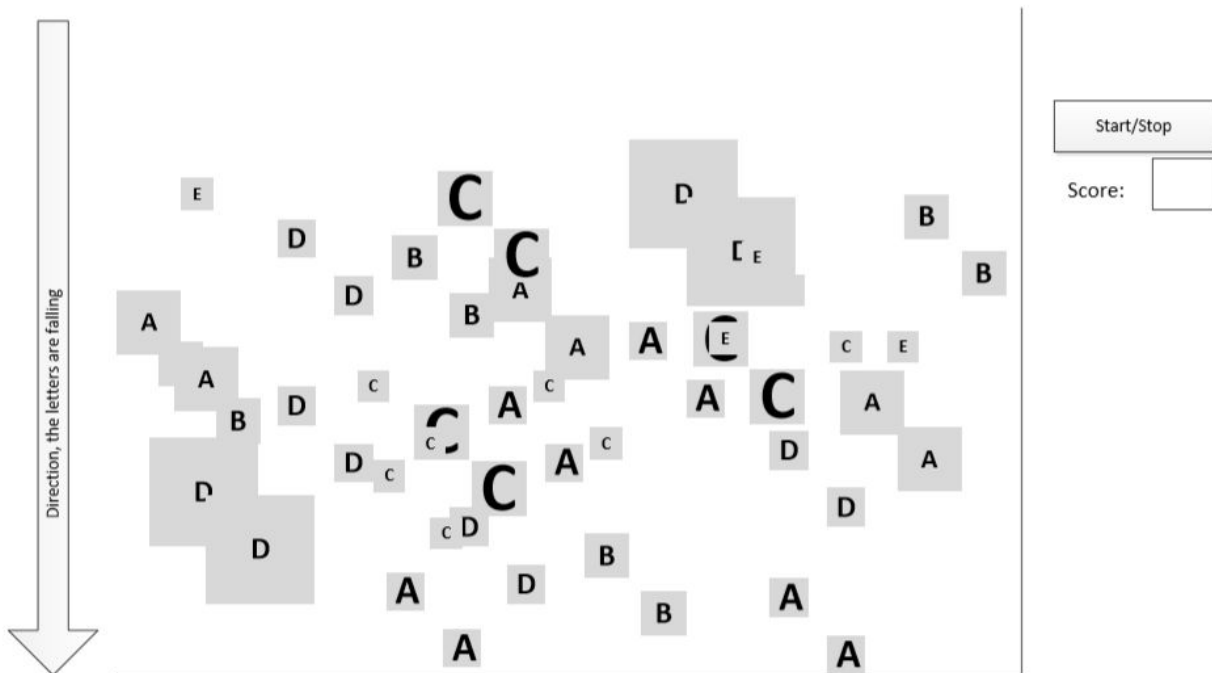# The target is to create simple game with falling letters:

Description:

Letters are moving from top to bottom.

If there are at least two same letters and player presses appropriate key, player gets 1 point.

In case there is only one letter and the key is pressed (or there are no appropriate letters of pressed key), player loses 2 points.

Letters selected by user disappear.

When letter reaches bottom game area the game is over

Player wins after reaching 50 points.

Letters font has different sizes.

Letters background has different sizes

Letters are generated randomly as well as letter background sizes and font sizes

Extra points:

OOP is appreciated

Use of html canvas or render engine library (PIXIJS, PhaserJS, EaselJS...) - not mandatory

Changing speed during play (difficult is set by earned points)