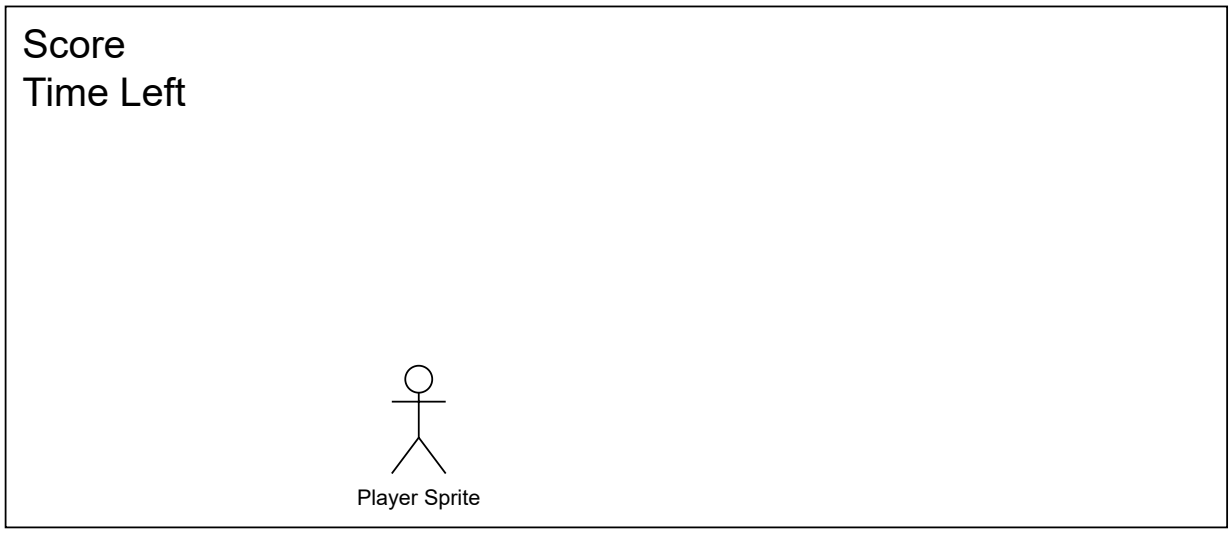
Scene 1

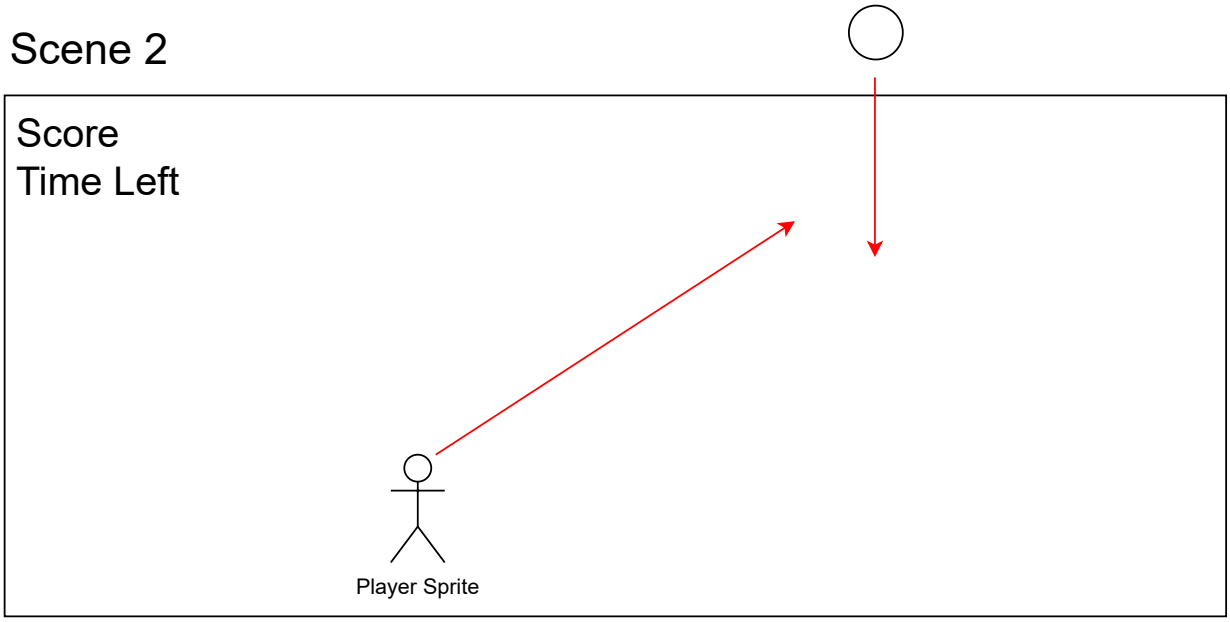


Player Character spawns in that location

Player Character has 8D movement

Game BGM begins to play

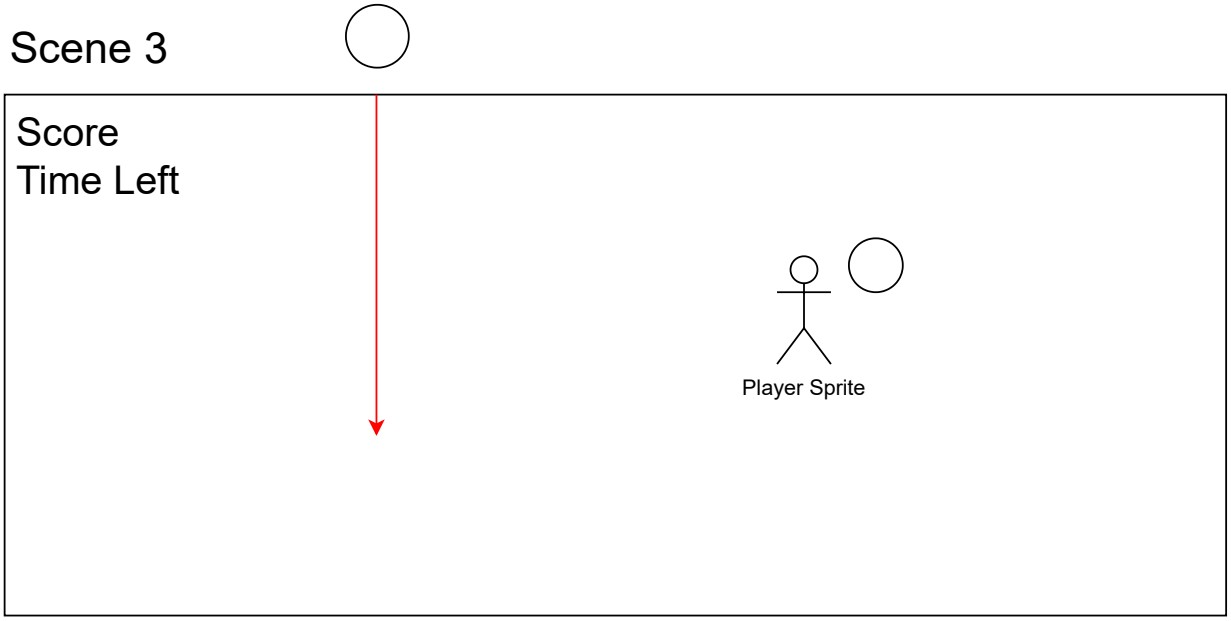
Scene 2



After one second a ball spawns and moves down to it's desired location

Player moves to the ball

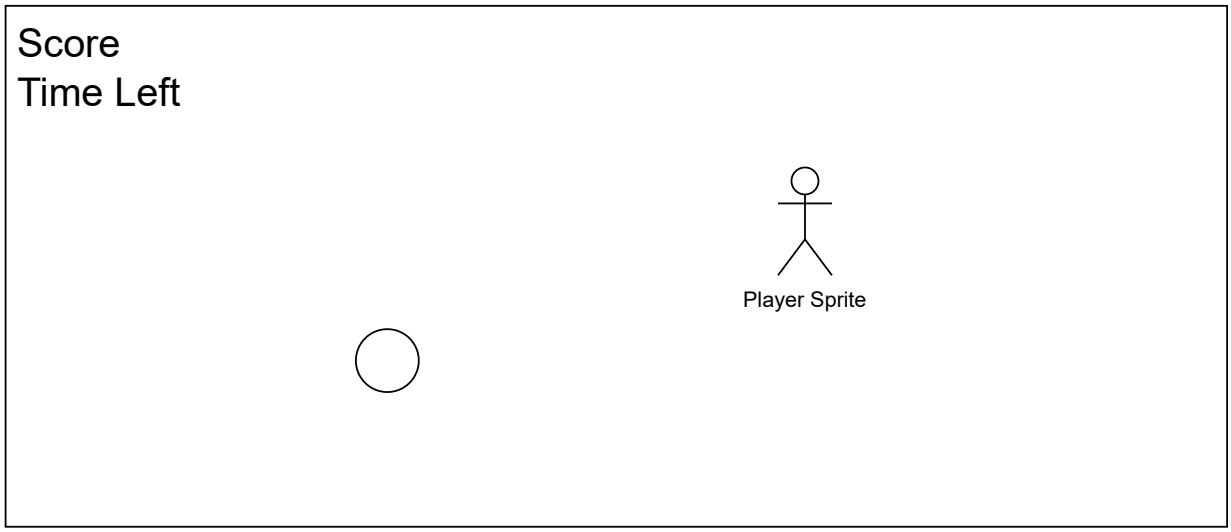
Scene 3



Player can press space to catch ball.
Once the ball is caught, the score gets incremented by 1, success sound plays, and the ball disappears.

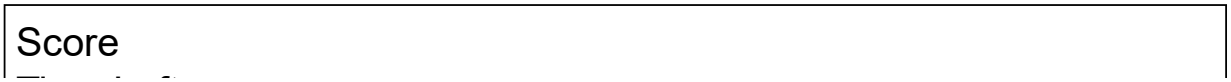
Balls keeps spawning throughout the game

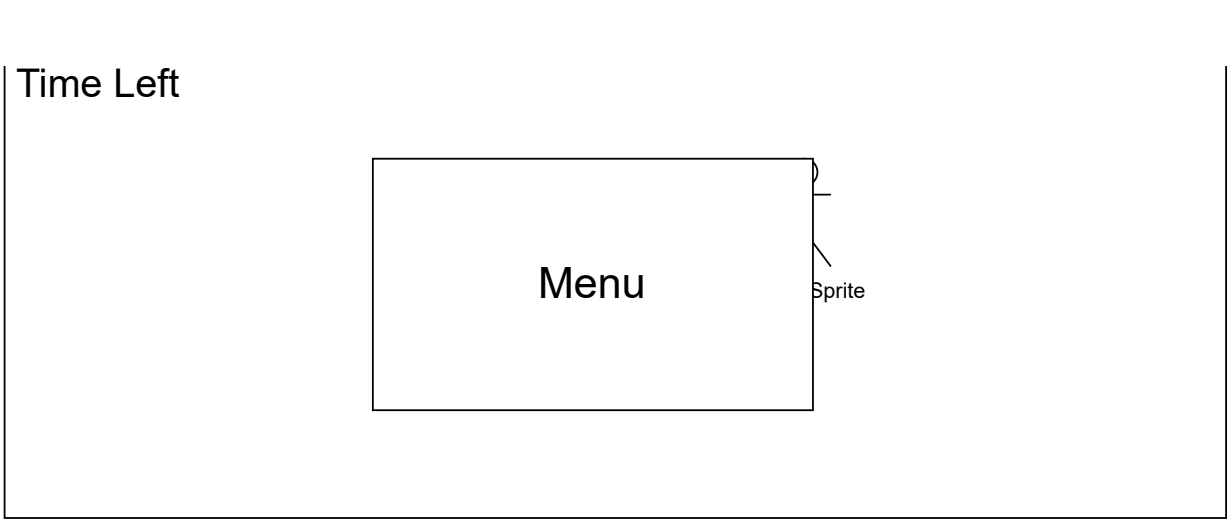
Scene 4



If the ball reaches its desired y location. It will stay there for 5 seconds then it will slowly shrink and then disappear. Once it disappears a failure sound will play

Scene 5





Once the timer reaches zero the game will stop and a menu will pop up