MyHunter

**The goal of the project:**

In this project, the goal is to make a small video game based on the rules of _Duck Hunt._

The basic rules for the my_hunter are as follows:

- the player is a hunter who shoots ducks.
- ducks must appear on the screen and move from one side to another.
- the player can click on them to shoot them.

This project was my first "gaming" project that I did in my 1st year at Epitech.

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Screenshots of the project: