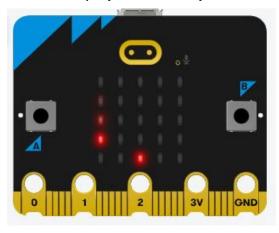
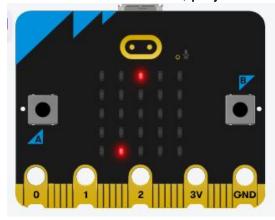
micro:bit DODGER

Aishath Rafahath Ibrahim (S2101105)

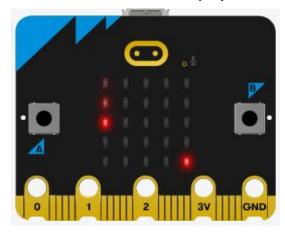
1. The game begins with the bricks continuously falling. The player initially has 3 lives. The player will always remain at the bottom of the grid



2. When **button A** is clicked, player will move to the left

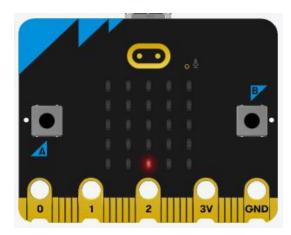


3. When button B is clicked, player will move to the right



Each time the brick misses the user, the score will be incremented by 1

4. When and if the brick collides with the player, then the life will be decremented by 1 and the player pixel will blink before the game resumes again.



5. When all 3 lives are used up, the game will be over and the score will be shown. The score is how many times the player dodged the brick

