


HUNGRY DINO

Press [SPACE] to Begin

DESCRIPTION:

The objective of Hungry Dino is for the dinosaur to jump from block to block trying to get as many pieces of food as possible. Each piece of food will be worth 10 points, so the more food collected adds your high score. If the dinosaur falls off one of the blocks and touches the ground he will explode and the game will end. This game is a side scroller game, which would consist of the player using the keyboard as the joystick. When the game is over there will be an end screen presented with your final score and an option to restart and play again.

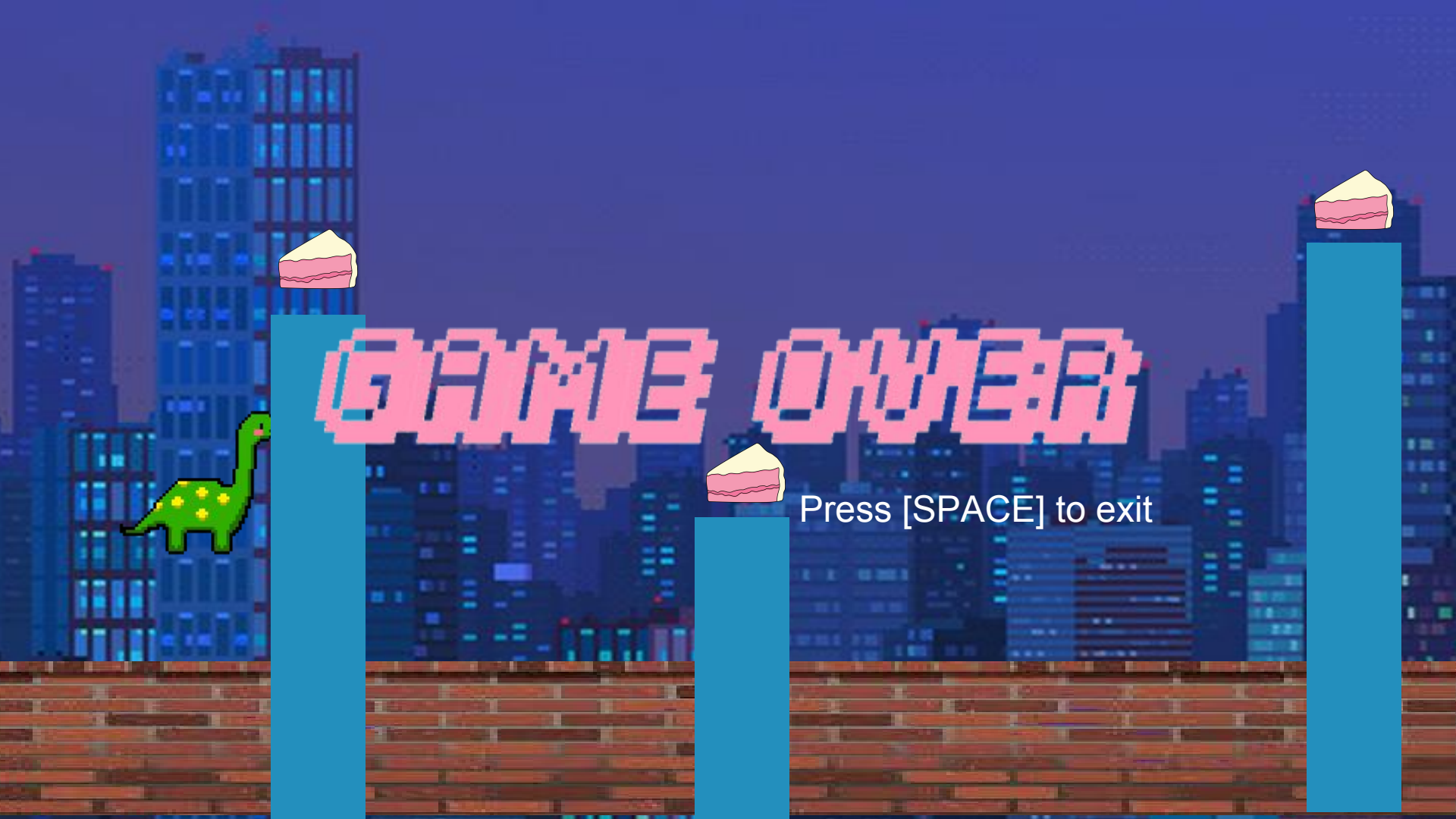
The bottom right corner of the slide features a decorative graphic composed of several overlapping triangles in various shades of red and pink, creating a modern, abstract design.

Score: 10



Score: 10





GAME OVER

Press [SPACE] to exit