

Bison	
<ul style="list-style-type: none"> Grab a hold of the bison gif so we can easily move it with the mouse cursor on MainPage Needs HandleCollision to see if the bison gif would collide into pipes 	HandleCollision MainPage

BisonMain	
<ul style="list-style-type: none"> The user is greeted at StartPage with titlecard, instructions, bison, music, and start button When they click on the start button, the user is then prompted to the MainPage where they have to use their mouse cursor to move the bison In MainPage, they have to dodge the pipe obstacles and gain points When the bison crashes into the pipes or the ground, then they are prompted to the EndPage At the EndPage, the user can click on the restart button to go back to the StartPage to play again 	StartPage MainPage EndPage Bison PipeObstacles HandleCollision

StartPage	
<ul style="list-style-type: none"> Greets the user with the title card and music Tells the user how to play the game There is a start button where they can click on it to play the game, which leads them to the MainPage 	MainPage

MainPage	
<ul style="list-style-type: none"> The user controls the bison by moving the mouse cursor They have to avoid the pipe obstacles by going through the gaps By passing the pipes, they earn a point Once they collide into the pipes or crash into the ground, the user is then prompted to the end page 	Bison PipeObstacle HandleCollision EndPage

EndPage	
<ul style="list-style-type: none"> The user is given the opportunity to play the game again via restart button Once the hit the restart button, they are then prompted to the starting page where they would click the start button and play the game again 	StartPage

PipeObstacle	
<ul style="list-style-type: none"> Create two brown rectangles (up and down pipes) to create one obstacle in which we would add multiple to an ArrayList Animate the ArrayList of pipes to move to the left to make it look like the bison is moving These pipes would then be used to check if the bison collides into it, if not then they earn a point 	MainPage HandleCollision

HandleCollision	
<ul style="list-style-type: none"> As the pipes are moving and so is the bison, check if the bison collides into it. If it does, then they are prompted to the EndPage 	Bison PipeObstacle EndPage