Dinosaur Game CSSE 120 Proposal

   The game is based on Google's dinosaur game that you play when you have no internet connection. The game involves a dinosaur in desert terrain that jumps over cacti and ducks under pterodactyls. The basic idea is to use your arrow keys and or space bar to dodge the obstacles. The obstacles start to get faster and vary more as your score goes up. I want to add some more of my own levels like a dark level and maybe a level where you have to jump onto something to dodge an obstacle.