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T-Rex Run Game

For project 5, we will be implementing a game that exists on Chrome. The user will be represented by a block on the LCD screen at the second row. If the users clicks on a button, the block will jump to the first row (representing a jump). The user will have to click the button and jump over randomly generated obstacles. As the game progresses, the blocks will approach faster and the user will have to respond with a quicker reaction.