

## Game Instructions:

2D platformer where the player has **3 lives to complete the entire game**. The objective is to **defeat all enemies** in each level by **jumping on top of them** while avoiding direct side collisions, which result in losing a life. The game consists of three levels: the first level features 1 enemy, the second level has 2 enemies, and the third level challenges the player with 3 enemies. Use the spacebar to jump and strategically navigate the levels to win. Losing all 3 lives results in a game over.