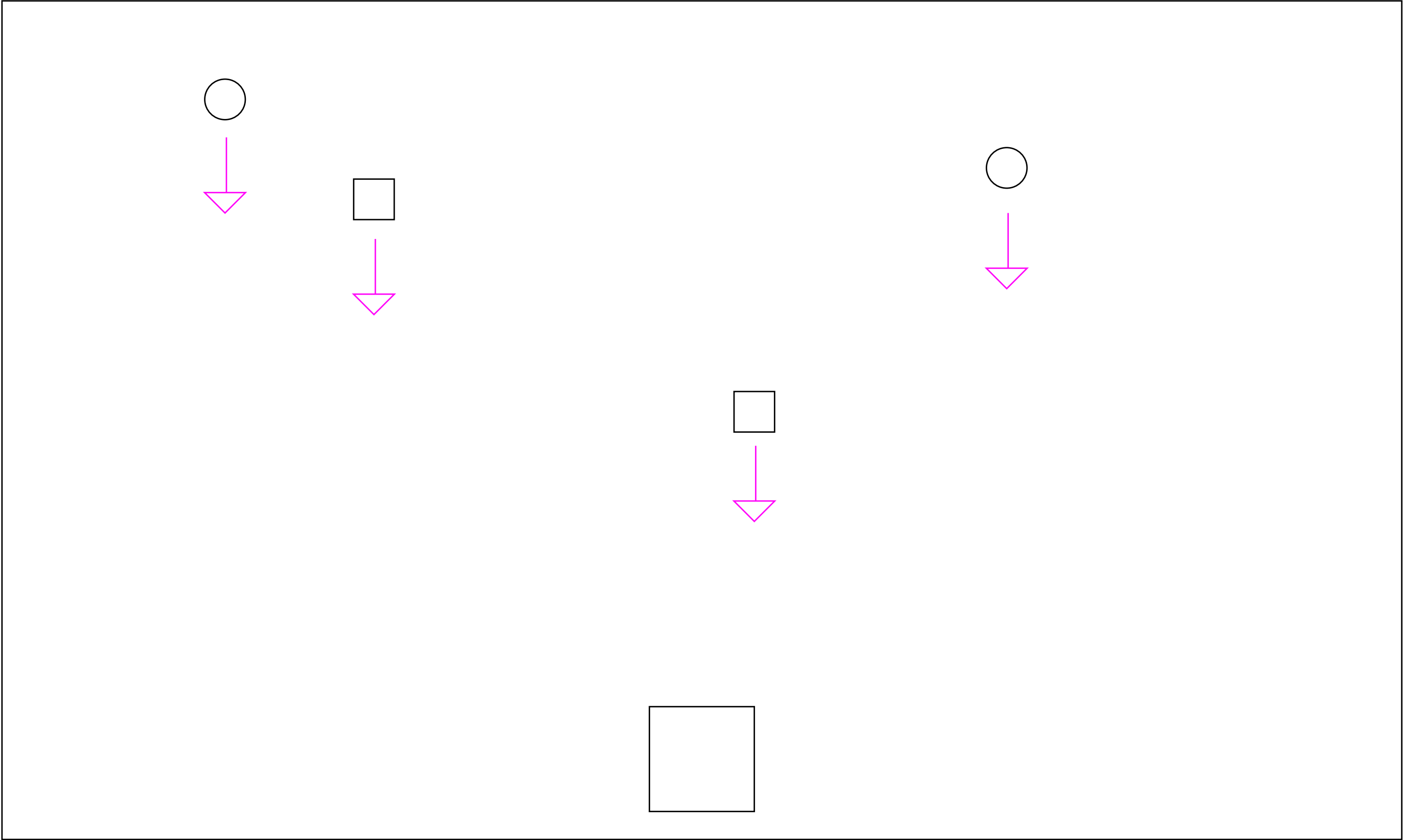
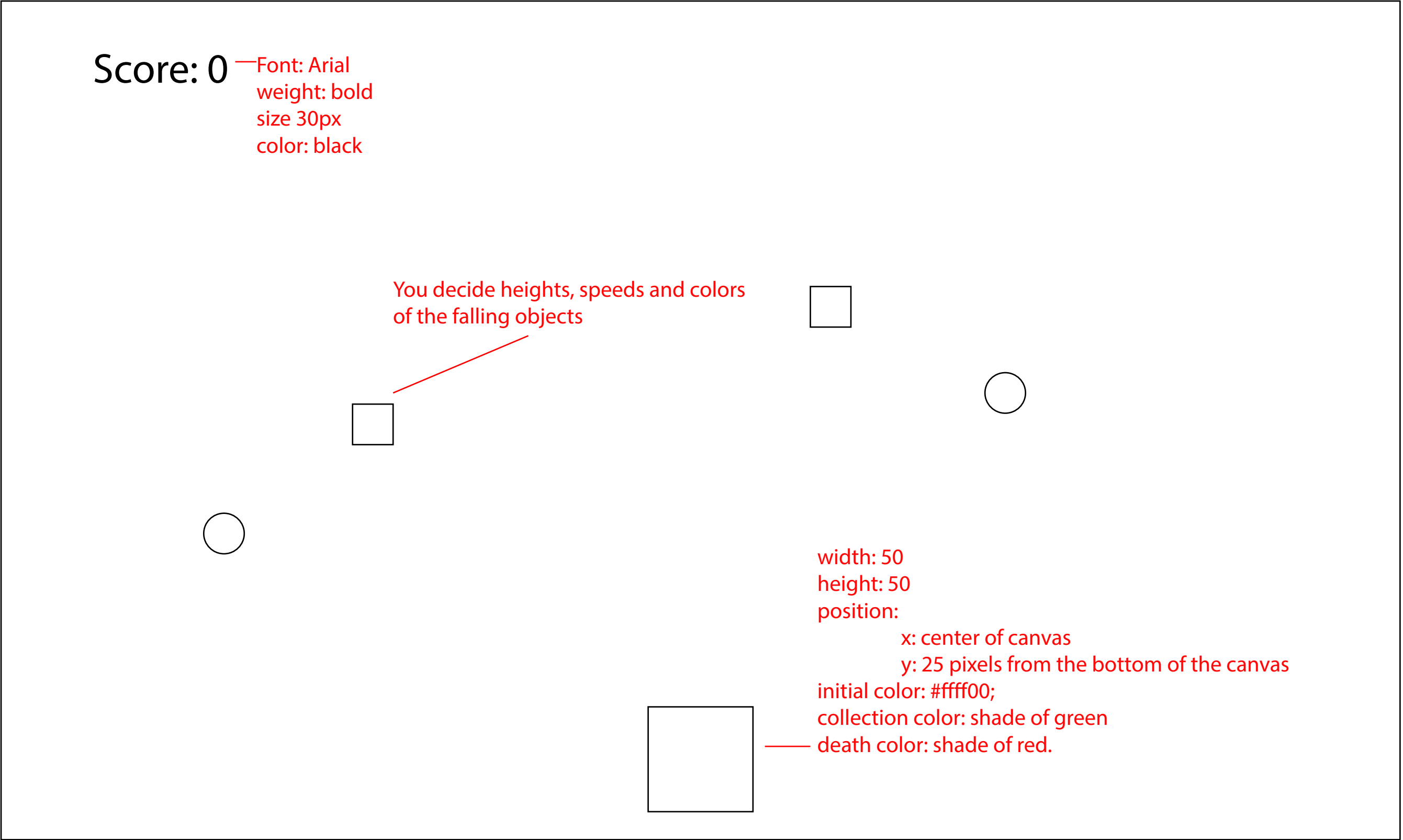


Dodge and Catch
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Concept



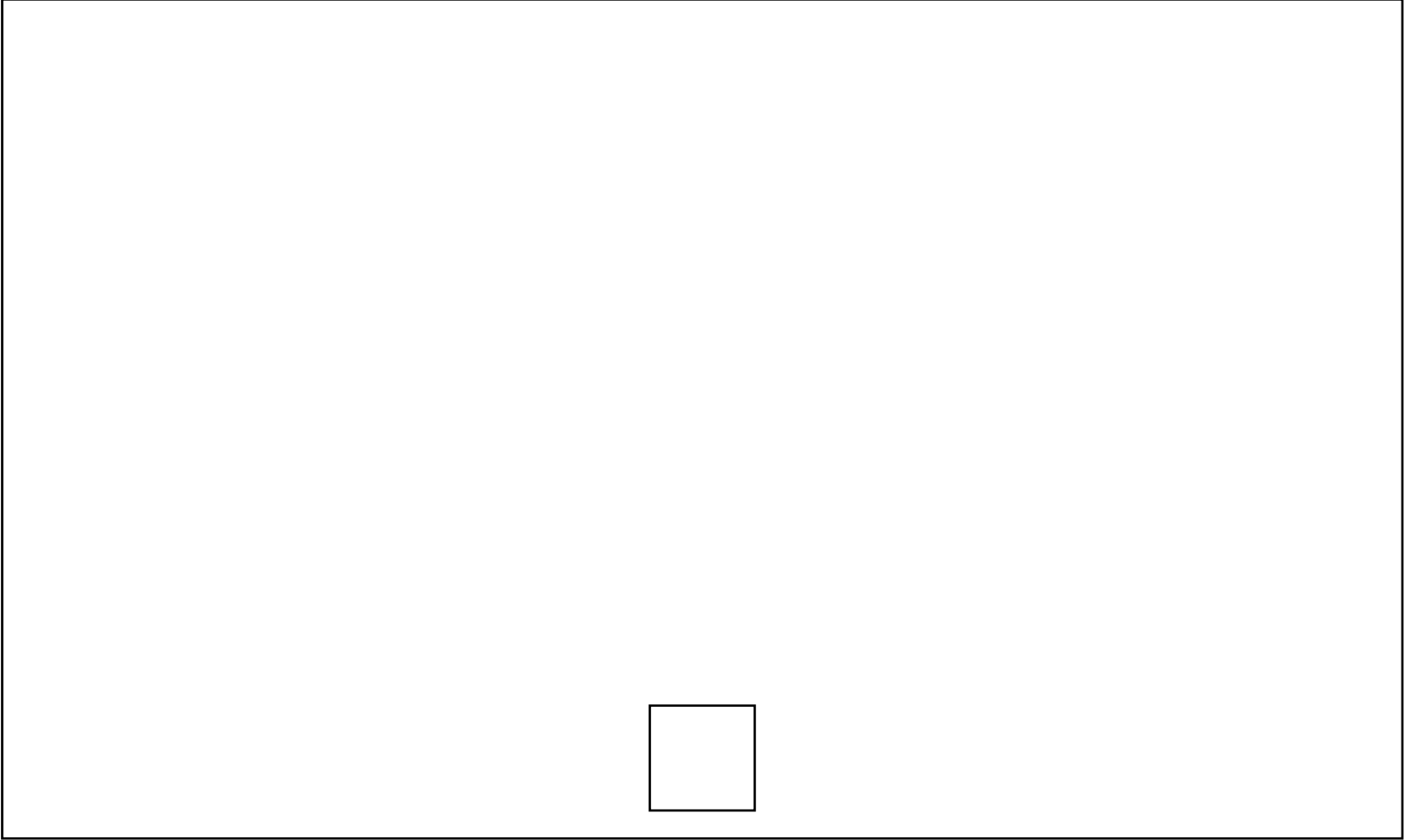
Concept: Player moves right and left to avoid falling circles and catch falling squares.
Circles kill the player while, squares increase the player's points.

Dodge and Catch
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Red Line

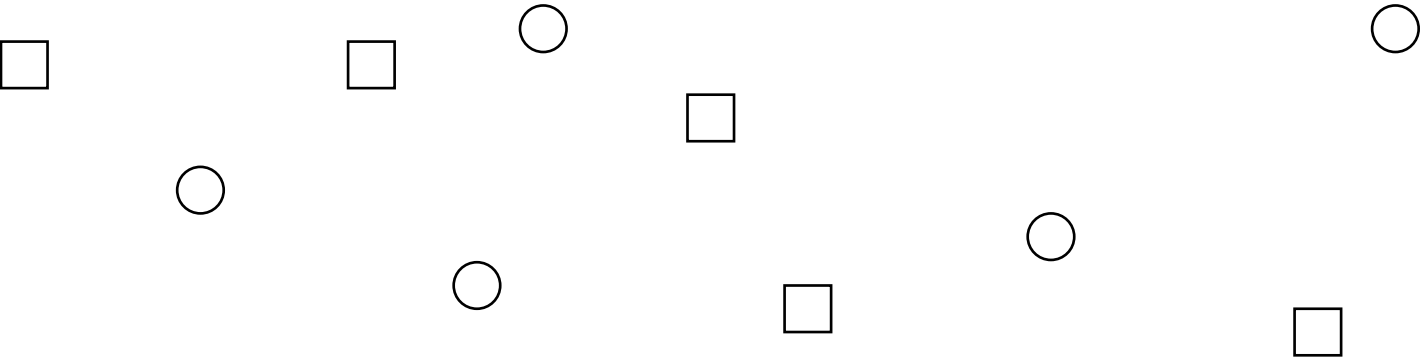


Canvas
width: 800 xp
height: 800px
border: 1px solid black
background-color: You decide.

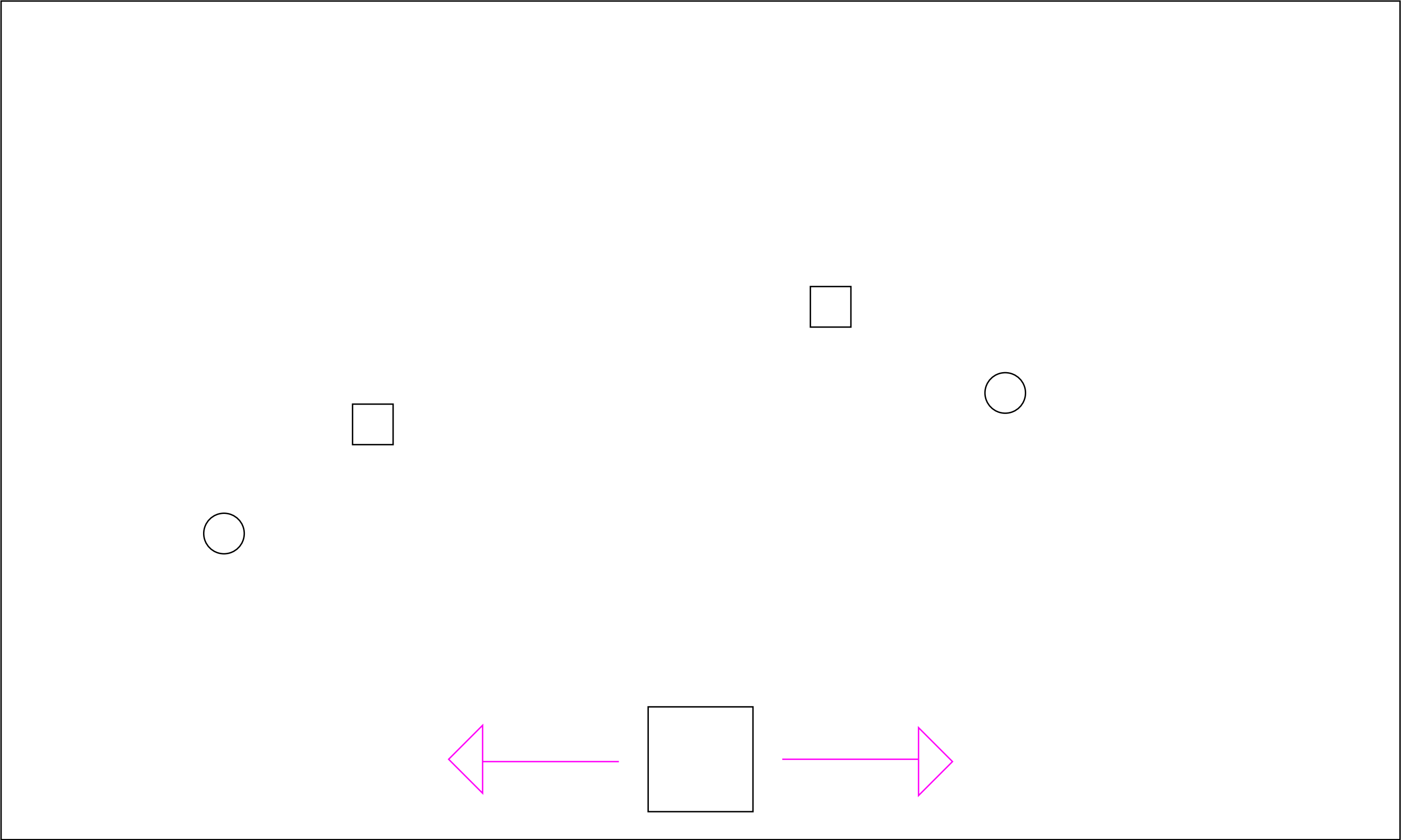
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Game Start



When the game starts:
Randomly spawn 5 instances of
two types of objects above the canvas.
Object type 1 - hazards: circles
Object type 2 - items: squares

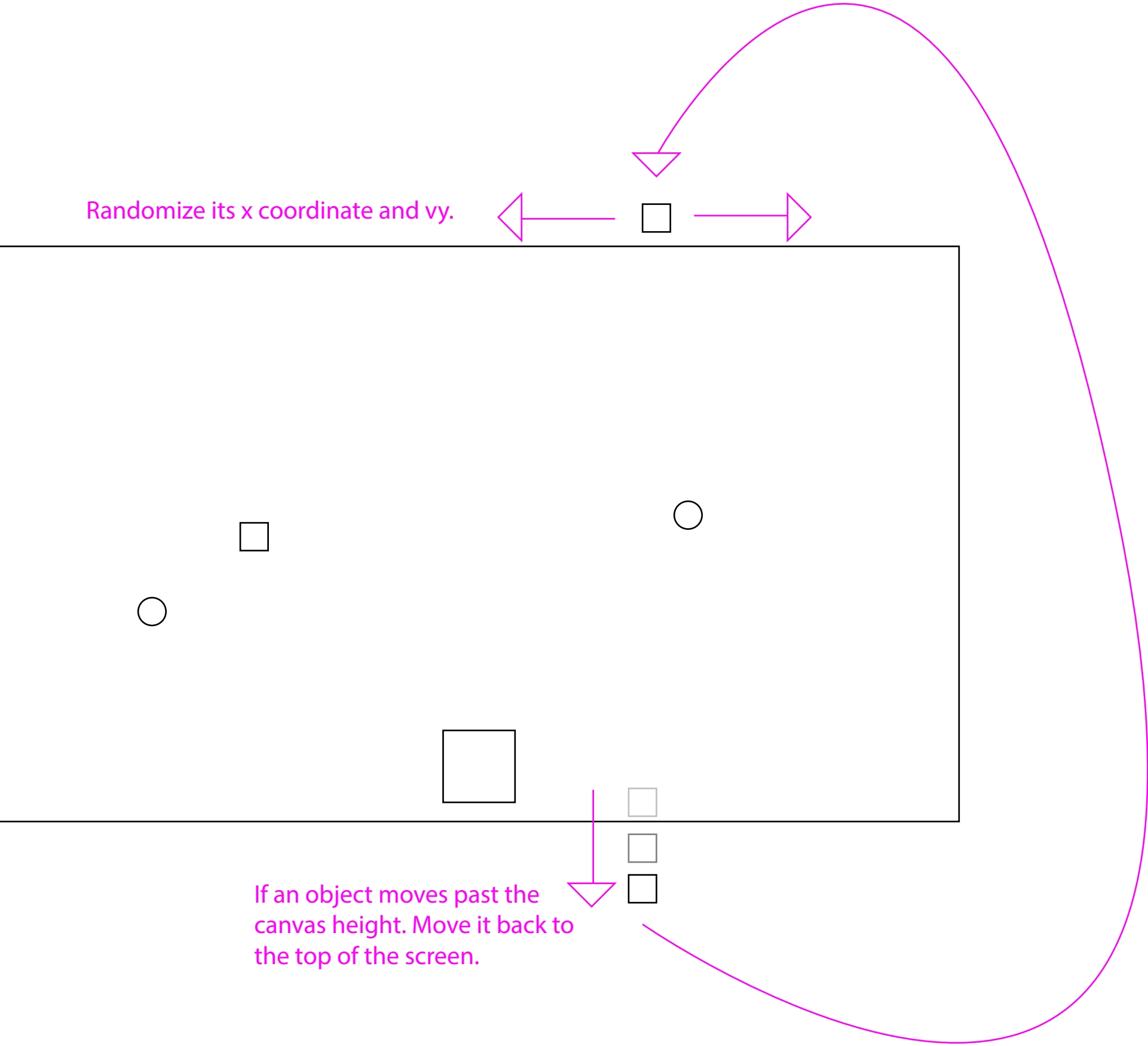


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Movement

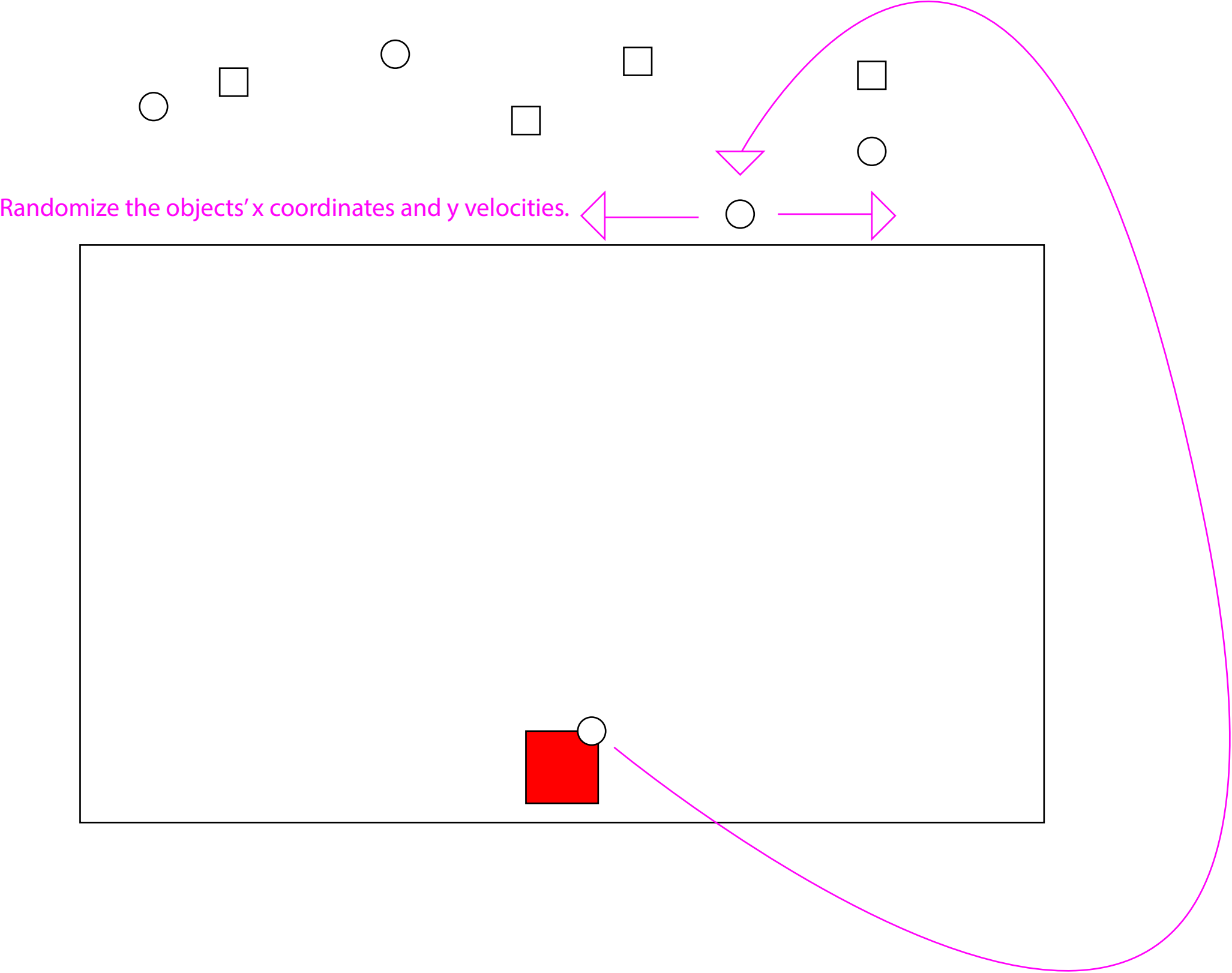


Player moves left and right to avoid the circles and catch the squares.
No part of the player should be allowed to leave the screen.
Controls:
a key to move left
d key to move right

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Infinite Looping

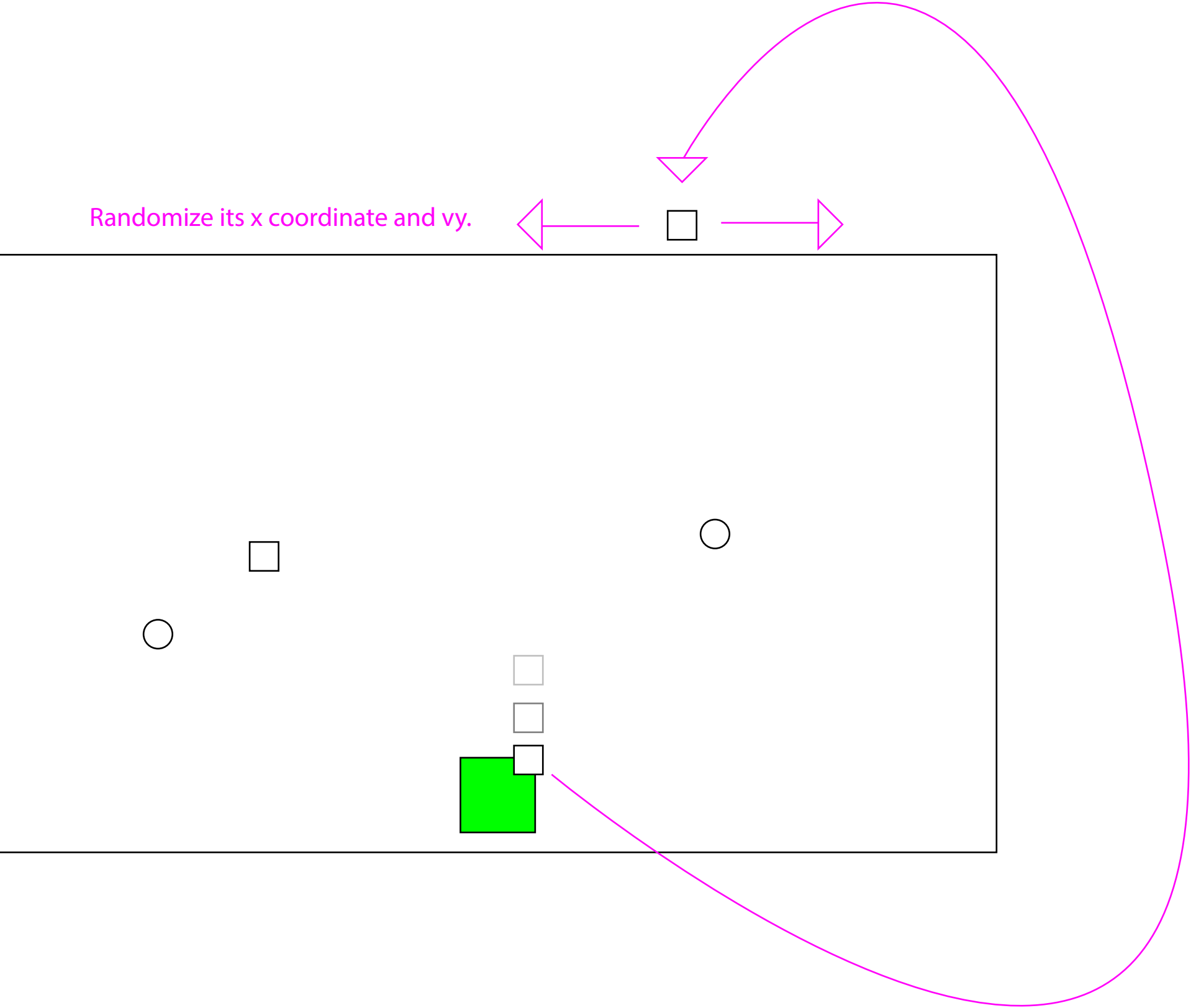


Dodge and Catch
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Losing



If hazard (circle) touches the player.
The player turns red for 500 milliseconds.
The score is reset to 0.
All of the objects are reset to the top of the screen
causing the game to restart

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Scoring



If an item (square) touches the player.
The player turns green for 500 milliseconds.
The score is increased by 1.

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HUD

Score: 0 The score is always displayed on top of the falling objects.

