

Dino Dash Instruction Manual

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When the user opens the game, they are greeted by a welcome screen displaying the game title, difficulty selection (Medium or Hard), a **Play** button, and basic instructions.

After choosing a difficulty level, the game begins with a dinosaur character running automatically across the screen. The objective is to keep the dinosaur running for as long as possible without colliding with obstacles in order to survive and score points by doing so.

Obstacles such as cacti, pits, and flying enemies are randomly generated and appear at varying speeds and intervals. As the game progresses, these obstacles become increasingly challenging.

- **To jump** over obstacles, click the mouse.
- **To duck** under obstacles, press the down arrow on your keyboard.

If the character collides with an obstacle, the game ends, and a final screen appears displaying the player's score. From this screen, the user can view their score, select a different difficulty level, or restart the game.