**Knife Throwing Hit**

The reasons why I chose this game are as mentioned:

* I am familiar with the core mechanics
* It seemed simple

The biggest hurdle for me was to attach/stick the knife to the obstacle and figure out the game over and congratulations screens. At first, I tried to resolve the issue myself by using translate and rotate to match the spinning sphere/circle, but it did not work. So, after some time when I could not figure it out, I searched on google and found a very easy and simple solution (i.e., to make knife the child of the sphere/circle) and it worked! Then I figured out the UI and the buttons and how to manage scenes and publish them in an order after some trial and error.

I was unable to implement the bonus fruit feature because of time constraint but then again, I think this feature is not a part of the core mechanics of the game.