o **What all the objects on screen are**

The player as a red circle target sprite; purple rectangle pedals; green circle orbs; red noticing texts.

o **What their behavior is supposed to be**

The target's is supposed to move horizontally in a constant velocity and the directions are controlled by the player and it has a constant falling velocity unless lifted by the pedal. The pedals have a constant upward vertical velocity and the orbs have a faster upward vertical velocity.

There are three kinds of moving game objects and they are able to interact with one another. The three(C_3^2) interactions between three game objects are: the target will be lifted if landing on the pedal ; the target will call to end the game if colliding the orbs(one of the lose conditions); the pedal will destroy the orbs colliding on it.

o **What the player's controls are**

The player controls can push Left arrow and Right arrow keys to control the target's horizontal direction. Also the player can push ESC key to end the current round when the game ends or in the middle of the active game and restart the game.

o **How the player scores**

Every time the target successfully passed a floor(the line on which the pedal lies), the score as floor increased by 1. And there is a "Record" text stores your best record.

o **How the game ends, including win/lose conditions, if appropriate**

The win condition is that the target passes 100 floors. The lose conditions are that the target hits an orb or touches the border of the screen. The game ends when the win condition or lose conditions satisfy and then some texts will show up at the middle of the screen and the player need to push ESC key to restart the game.