**Title**: Cosmic Combos

**Description**

The main idea of the game is to draw patterns under asteroids that approach the Earth. Asteroids will approach in waves, wherein in each of the three stages of the game, the patterns drawn under the asteroids get progressively more difficult and longer. The player will gain more points towards their overall score if they successfully combo multiple asteroids. If an asteroid gets too close to Earth, it’ll lose a heart. If too many hearts are lost, you lose. There will be a special asteroid that gives back hearts. You’ll also be able to increase the game's difficulty in the start screen, where the asteroids will move faster and spawn more frequently with a more challenging difficulty.

**Similar Projects**

<https://doodles.google/doodle/halloween-2020/>

* Character lives
* Assigning colors to each of the patterns as they’re drawn
* Moving parts in the background
* Animations for when the character when drawing the shapes

<https://osu.ppy.sh/>

* Combo system
* Parallax backgrounds

**Version Control / Backup Plan**

I am storing my code in a Github repository:

A screenshot of a computer menu

Description automatically generated

**Tech List**

None

**Storyboard (**[**LINK**](https://miro.com/app/board/uXjVLCbV4v4=/?share_link_id=637591158844)**)**

**A screenshot of a computer

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