Screenshots:

Screenshot 1 (top):

```
game51    Version control          Pixel 3a API 24      app

 Area51.kt    GameOver.kt    activity_gameover.xml

  1  <?xml version="1.0" encoding="utf-8"?>
  2  <LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
  3      android:layout_width="match_parent"
  4      android:layout_height="match_parent"
  5      android:background="@drawable/background"
  6      android:orientation="vertical"
  7      android:padding="20dp">
  8
  9      <LinearLayout
 10          android:layout_width="wrap_content"
 11          android:layout_height="136dp"
 12          android:orientation="horizontal">
 13
 14          <LinearLayout
 15              android:layout_width="match_parent"
 16              android:layout_height="match_parent"
```

LinearLayout

Running Devices   Pixel 3a API 24

Hold Shift to control camera

Restart   Exit

Points:

0

High Score: 40

Run   app

```
2024-04-27 13:58:35: Launching app on 'Pixel 3a API 24'.
Starting: Intent { act=android.intent.action.MAIN cat=[android.intent.category.LAUNCHER] cmp=com.example.game51/.StartUp }

Open logcat panel for emulator Pixel 3a API 24
Connected to process 3831 on device 'Pixel_3a_API_24 [emulator-5554]'.
```

game51 > app > src > main > res > layout > activity_gameover.xml   7:28 CRLF UTF-8 4 spaces

---

Screenshot 2 (bottom):

```
game51    Version control          Pixel 3a API 24      app

 Area51.kt    GameOver.kt    activity_gameover.xml

  1  <?xml version="1.0" encoding="utf-8"?>
  2  <LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
  3      android:layout_width="match_parent"
  4      android:layout_height="match_parent"
  5      android:background="@drawable/background"
  6      android:orientation="vertical"
  7      android:padding="20dp">
  8
  9      <LinearLayout
 10          android:layout_width="wrap_content"
 11          android:layout_height="136dp"
 12          android:orientation="horizontal">
 13
 14          <LinearLayout
 15              android:layout_width="match_parent"
 16              android:layout_height="match_parent"
```

LinearLayout

Running Devices   Pixel 3a API 24

Hold Shift to control camera

Pt:0

Run   app

```
2024-04-27 13:58:35: Launching app on 'Pixel 3a API 24'.
Starting: Intent { act=android.intent.action.MAIN cat=[android.intent.category.LAUNCHER] cmp=com.example.game51/.StartUp }

Open logcat panel for emulator Pixel 3a API 24
Connected to process 3831 on device 'Pixel_3a_API_24 [emulator-5554]'.
```

game51 > app > src > main > res > layout > activity_gameover.xml   7:28 CRLF UTF-8 4 spaces