For the term project, I'm making a game called gold miner. There will be "ScoreMode", Record Mode", "Shop Mode" and "Help Mode". Player can click the button to enter different mode. The start screen button will show highlighted feature when the mouse rest on.

SCORE MODE:

The game mode:

The claw will rotate, and player can use down arrow key to release claw. The claw will get the first thing it encounters when stick out in this direction. Gold and diamond are valuable. Rock and rats are not. When get a heavier stuff(larger), the speed of claw will be slowed down.

There are 4 levels of the game, with different requirement on the total value of things collected. If player can accomplish all levels, the name of player can be typed in and store in game.

Record Mode:

Store and display the record of top players. Can only display 5 records. The records are stored in record.txt file and will be read when enter the mode. When new record is created, the file will be updated, and new record displayed.

Shopping mode:

With shop owner and item can be purchased. Player can use the gold they collect from game to by item Strength Drink. The drink can help player to get back gold or other precious in next one level.

Help Mode:

With simple instruction about the game.