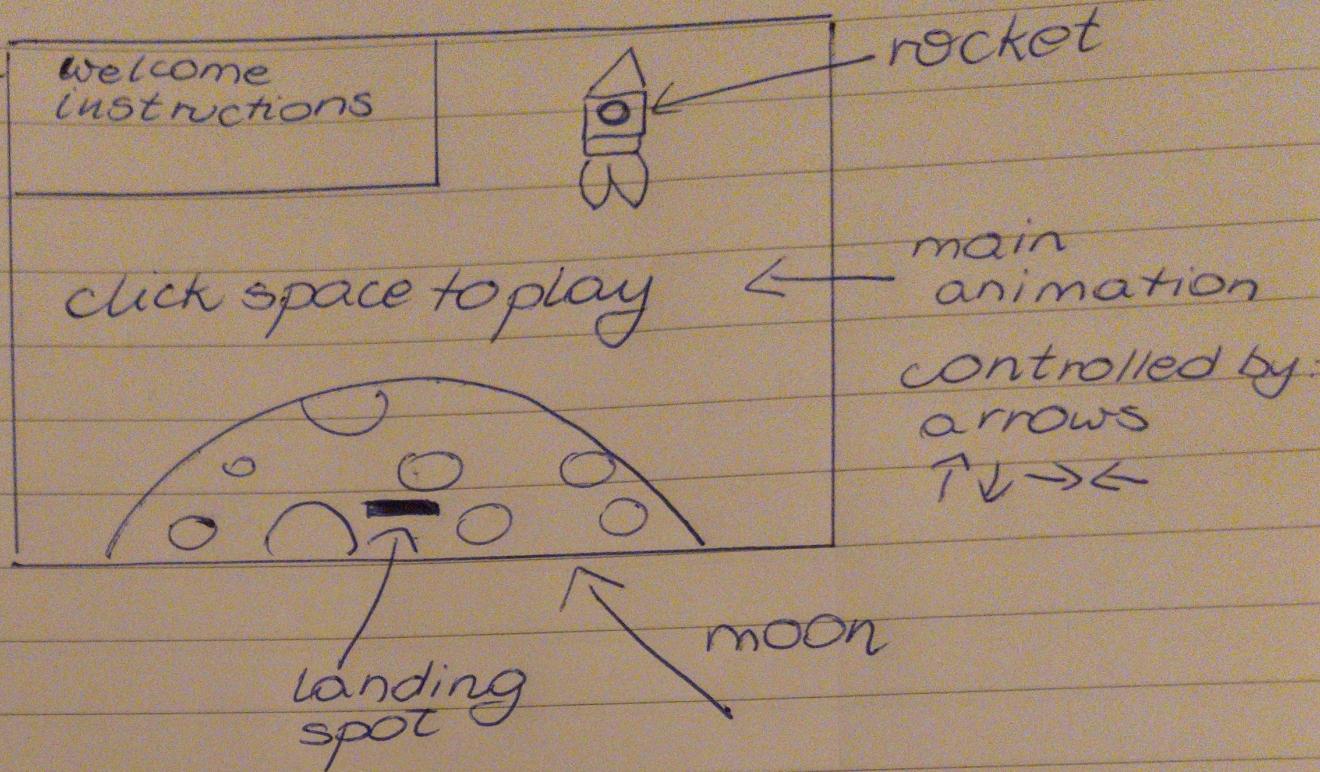


Starting screen:



Game screen:

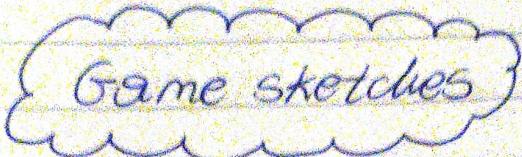
same as starting but without the instructions

You lose if: → you leave the canvas area;
→ you hit it too fast;
→ you land on the wrong spot

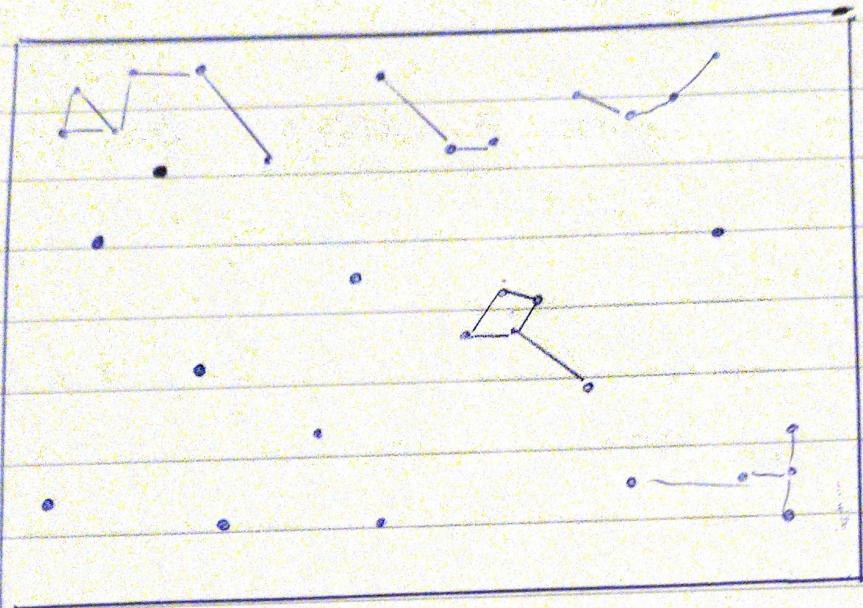
winning / losing screen



Secondary
animation

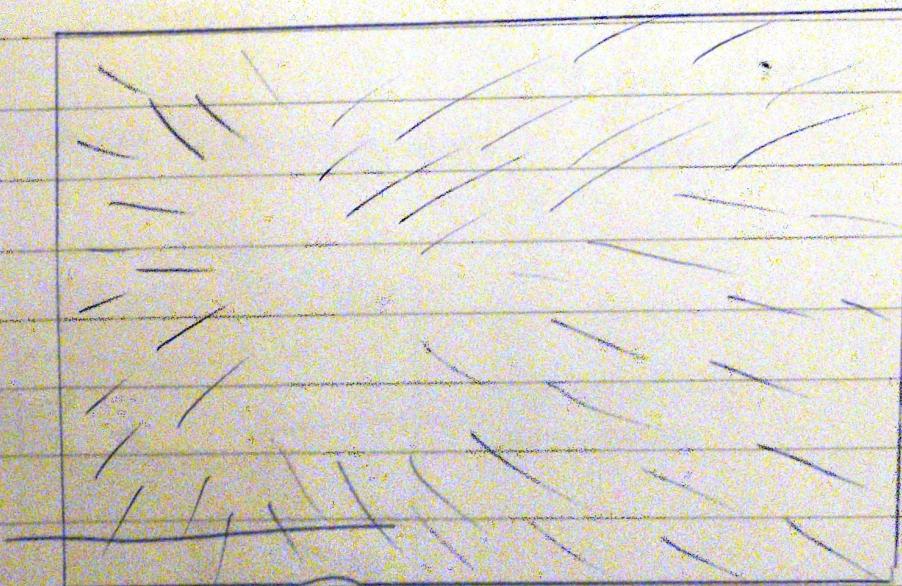


Main animation:



concept: animated star movement based on
changing distance between stars/
particles

Secondary animation:



flying comets
for winning
screen