**Instructions for Project 2:**

1. Improve Game:

1.1 : Use Images or create more interesting representations

1.2 : Audio

1.3 : Change Background

1.4 : Change the state of play instead of just (Predator and Prey)

1. Title Screen:
   1. : Clicking the mouse to start game
   2. : Instructions screen too
   3. : Optional but interesting -> Backstory
2. Add ending Screen:

3.1 : Give the option to Reset And play Again.

1. Create two new classes:

4.1: These things should look different

4.2: Move differently

4.3: if the player overlaps them they should create some new effect for them

1. Arrays: