Levels

The game cycles through levels depending on the player's score

Is the score a value 0-10? — Yes → The background is an image of a rainy scene with lights → The text "Level 1" appears on the top of the screen between the score and lives

No ↓

Is the score a value 11-20? — Yes → The background is an image of dew on a leaf → The text "Level 2" appears on the top of the screen between the score and lives → The time between raindrops shortens to 2 seconds → A colorDrop falls down the screen and if it is caught 5 points are added to the score; it keeps the same size as the rain drops

No ↓

Is the score a value 21-30? — Yes → The background is a rainy rainforest → The text "Level 3" appears on the top of the screen between the score and lives → The time between raindrops shortens to 1 second

No ↓

Is the score a value 31-40? — Yes → The background is an image of a thunderstorm → The text "Level 4" appears on the top of the screen between the score and lives → The time between raindrops shortens to .5 seconds → A colorDrop falls down the screen and if it is caught 5 points are added to the score; it keeps the same size as the rain drops

No ↓

Is the score a value 41-50? — Yes → The background is an image of water on a flower stem with a flower in the background → The text "Level 5" appears on the top of the screen between the score and lives → The time between raindrops shortens to .3 seconds

No ↓

Once you reach 50 points it is the end of the game and the raindrops, catcher, score, and lives do not appear and are not used