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EE 356  
Project 6: TAVERN RUNNER  
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My project has a game that will allow a payer to guide an airplane through a cavern. As the plane flies through the cavern the user must avoid running into the walls of the cavern. The game should continue until the user runs into the wall. The game lets you restart the game without resetting the board. The game also displays your score and notifies you if you have gotten a high score.

Extra

* EXTRA: Shows the list of high score
* EXTRA: variable speed (speeds up once score is > 50)
* EXTRA: variable space (the cavern shrinks once score is > 200)

