My game is called “Flappy Jet.” The purpose of my game is to fly the jet in between two goats to earn points. Due to gravity the jet will fall down, unless the user presses the “Up Arrow” causing the plane to move upwards. There is an “upper goat” and a “bottom goat” and together, the two will move across the screen at different speeds. Your job is to avoid them at all costs. As the game goes on, enemy jets will appear and try to crash into your plane. Now it is your job to both avoid the goats and shoot down the enemies with your mouse. As time continues and you still survive, more enemies will appear until you crash. You also get points for shooting down the enemy. At the end of the game, you will be informed of your score and how long you survived for.