Jumpy Monkey Rules

Baby Monkey is restless before bed and needs to burn off some energy before falling asleep. Baby Monkey needs to jump on the bed until he is tired. Mommy Monkey comes in randomly to check in on Baby Monkey.

1. Press 'Start' to play the game. Pressing 'Start' starts a new game even if there's one in progress. It acts as a restart button as well.
2. Press the space bar to make Baby Monkey jump. When he jumps he gains points and that progress shows on the bar to the top right of the window.
3. If Baby Monkey jumps when Mommy Monkey is in the room (y=400) then the game is lost.
4. If Baby Monkey manages to fill the bar (150 points) without being caught by Mommy Monkey, then the game is won.

Notes:

1. Repeated pressing of the space bar makes Baby Monkey jump each time the space bar has been pressed. Eg. If you press the space bar really quickly, Baby Monkey will jump as many times as the space bar has been pressed and if Mommy Monkey enters the room while Baby Monkey is jumping, you will be caught and lose the game.

2. When pausing the game, if Mommy Monkey is still in the room, the thread is still executing and she will leave. The game is still paused and no progress will occur.