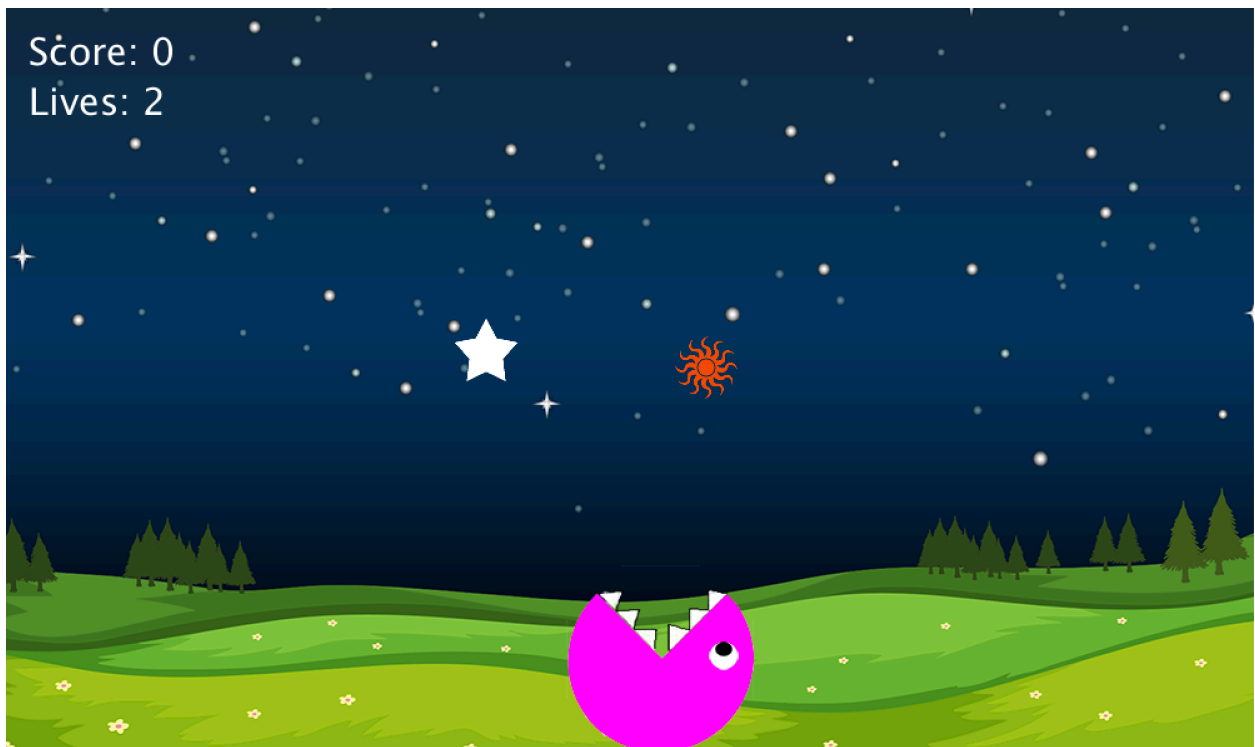**pinkX**

The objective of this 3-level game is for *pinkX* to eat the falling stars and avoid the fireballs in order to leave earth and get back to their home planet! The player starts off the game with 3 lives and 0 points, and for every star missed (not eaten), the player loses 1 point and will lose the game once there are no more lives left. The player will automatically lose the game if they accidentally eat a fireball. For every 4 stars eaten, the player levels up and the stars and fireballs increase their speed. The player wins the game once 12 points are reached and can keep track of their score and lives on top of the screen.

pinkX can be controlled using the right, left and up (to jump) keyboard arrow keys. When prompted, the down arrow key will restart the game.

Happy playing!

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Background vector created by brgfx - www.freepik.com
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