**CAP3032 Final Project Design**

Fishing Game

* Controls player character at the top of the screen, moving left and right.
* Press certain key to lower rod to “fish” for stars.
* Increase score count if star is successfully fished, and lose a life if player catches a bat.
* Player has 3 lives, and game over if all three lives are lost.
* Player wins if they catch 10 stars in the 1st level, and wins the 2nd level if they catch 15 stars.

**Implementation**

* Sara will work on the Instruction page, and some of the images.
* Michelle will work on the Menu and Game Over screen
* We will both work on the game functions.