**Sniping**

**Story**

The game will include a bullet, background, sniping gun, bullet score bords, button and difficulty level. Playing character would be the gun so the playing character has to press the button to release the bullet and as the bullet will shoot the score board the score will increase by +1 and then the difficulty level would increase by making the bullet score board smaller and (optional) if the player bullet does not hit the board the score would decrease by -1.

**Playing character**: bullet, button and gun

**Non playing character**: score board, score, background and the difficulty level

**Goal**: obtain +7 points

**Rules:** The player cannot move, the bullet score card also and nor the gun only the bullet can move in any direction. The difficulty level will increase by +1 score and if the score goes -4 the game would end.