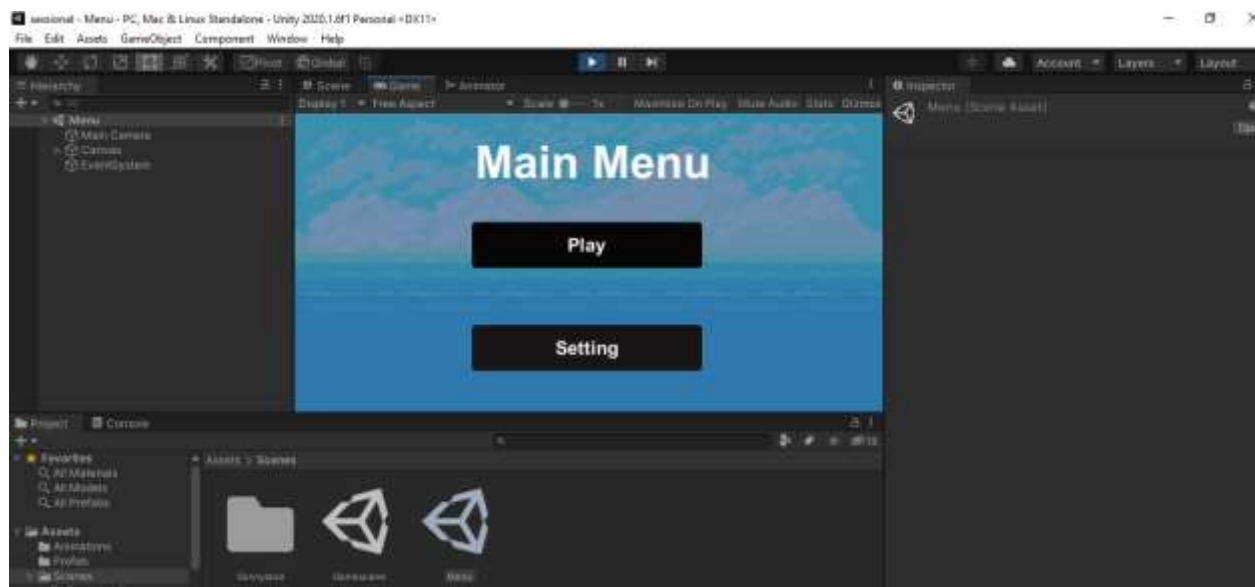
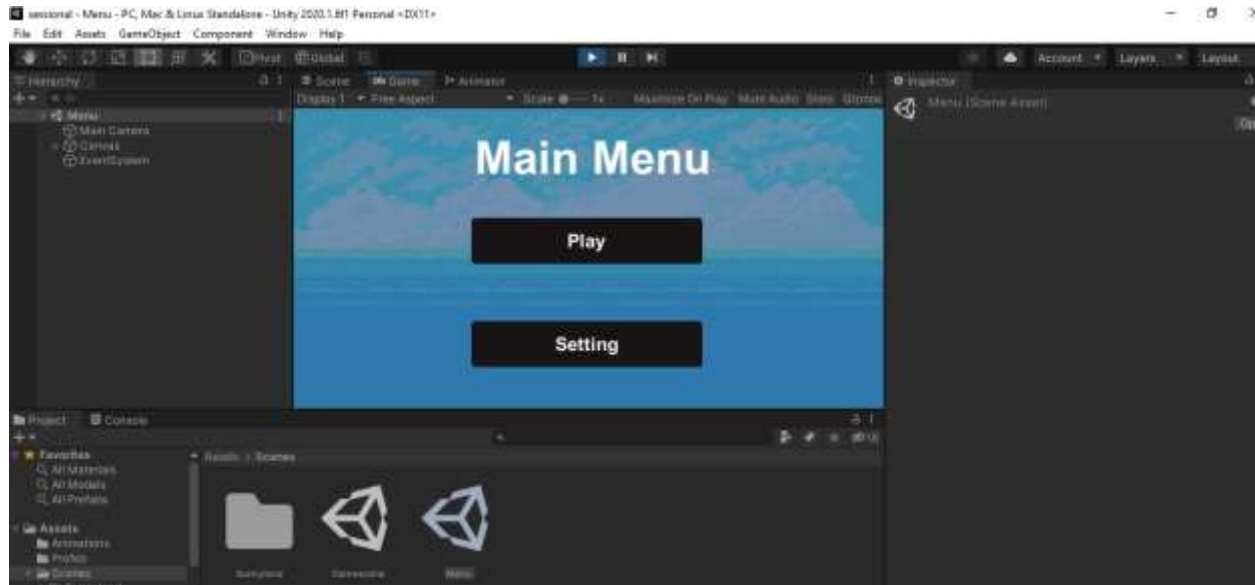


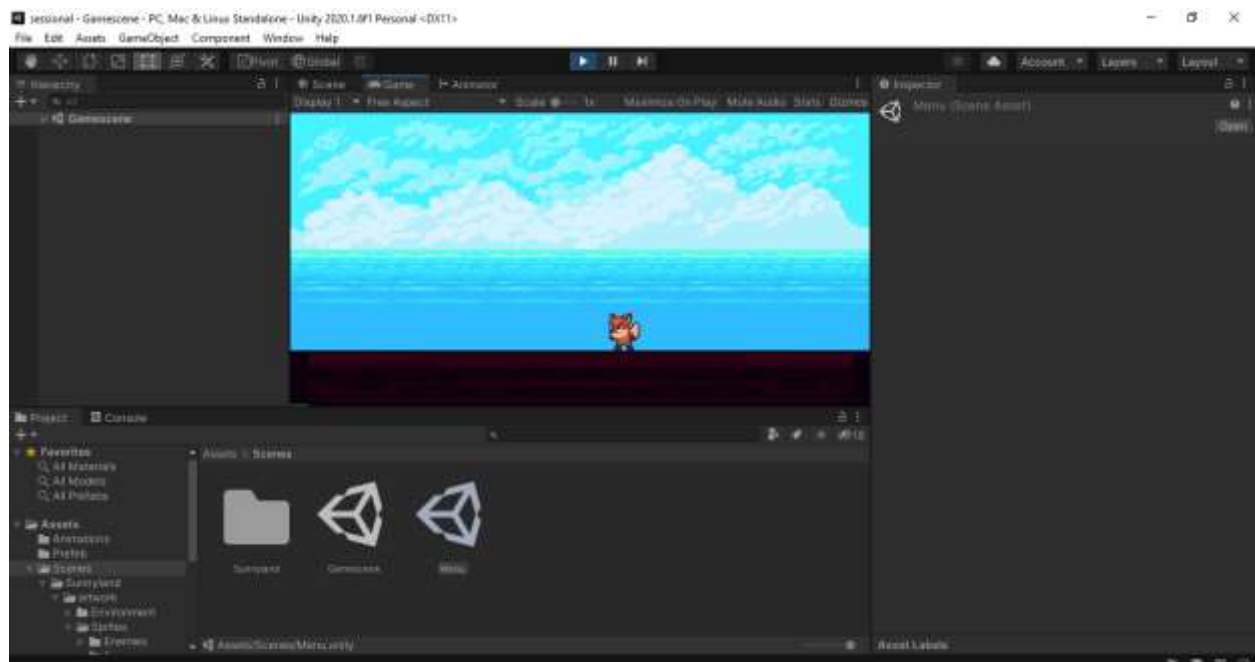
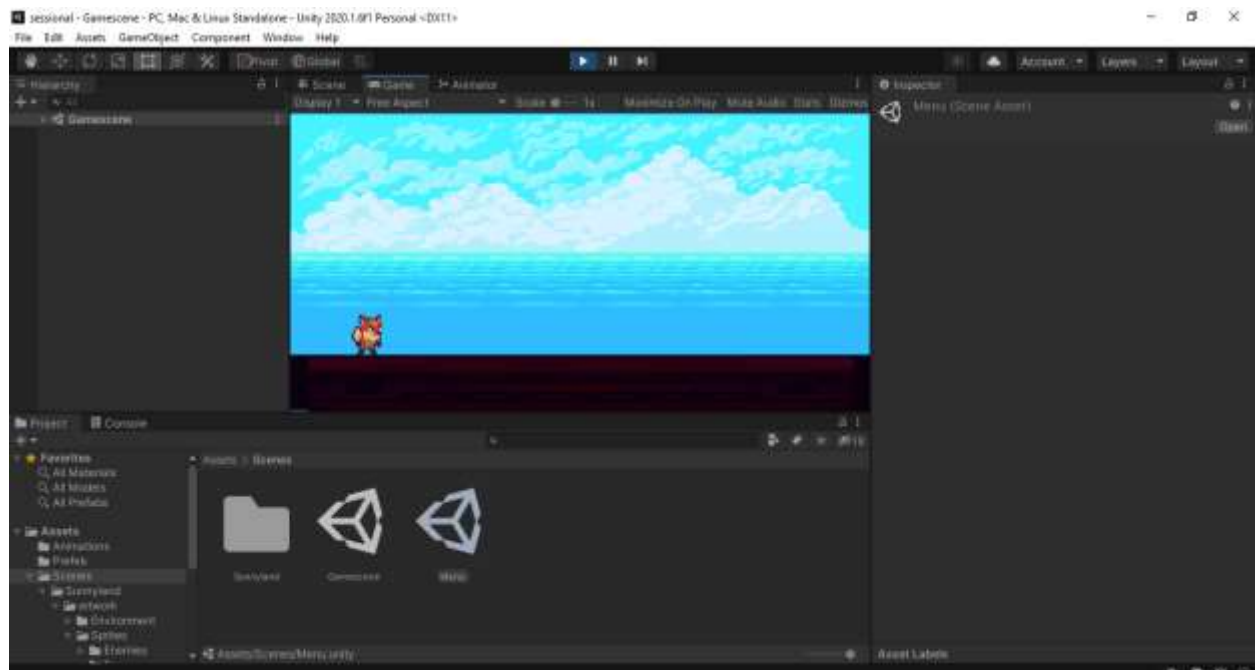
Nabeel Ahmed

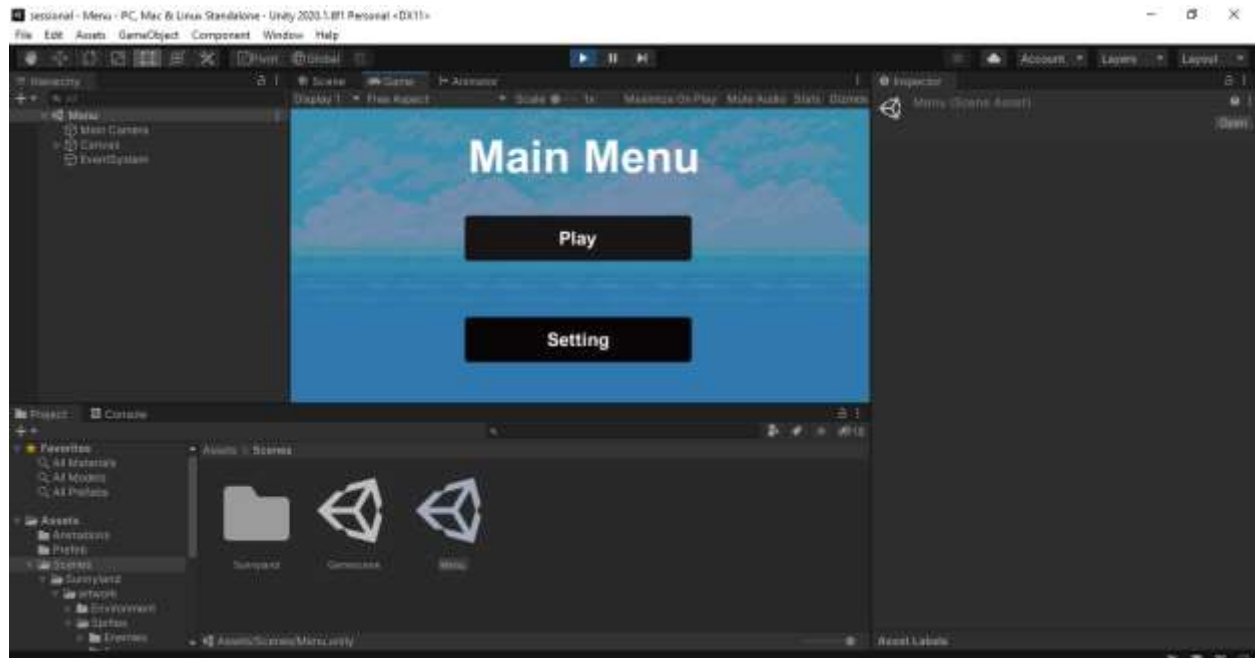
Fa18-bse-030

Class task

Game Play Mode







I am using waterfall model in this project.

This project consists of main menu and play mode.

In the main menu we must button in a working condition one is play mode and the other is setting.

In the play button the game will be started.

In play mode the player moves forward backward with including sound.

In the setting button it will be move towards settings which perform all setting according to the game.