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CS583

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**Changes:** Originally I said I would keep track of the top 3 scores but instead I just kept one high score and a score count that keeps track of the current score. I calculated my score based on time and multiplied it by a factor of 10. I would have also liked to have added extra points for the candy item being collected but wasn't able to get it to work. In my one-pager I also said my enemies would be bees and worms coming out of the ground. I wasn't able to find a worm animation that fit my theme so I ended up doing a plant enemy that shoots fireballs from its mouth. As of now I only have one power up candy which gives a speed boost for 3 seconds. Something I was contemplating was the controls, I ended up giving the player full movement control, so they can run left and right and also jump. The camera also scrolls to the right and if the player is out of the screen then the game ends.