We intend to make a game where you use the arrow keys to move the blue square through the maze of balls to the end zone. It will have many moving objects and a few stationary (level scenery) that will be of type PFigure.

For the points, we will:

* Use Keyboard events to move the box
* Create 3 levels
* Make difficulty increase in every level
* Make it look good and inviting

For extra credit: One EC point for every additional level

Expected time per person: 10-15 hours

Preview:

