**Catch Egg Documentation**

The Game is divided into three script files:

1. the easy mode which has the entire level functions:

* Start New Game Fun () -> reset score / reset timer / deallocation of created images in runtime (Eggs).
* Pause Function () -> Stop Timer / Stop Creating new Eggs / pause the animation of the falling eggs / Catch Egg (Score check).
* Resume function () -> Resume Timer / Resume Creating new Eggs / Resume the animation of the falling eggs / Restart Catching Egg (Score check) without resetting score or timer .

1. What differs Easy mode from Hard mode is that:

* the speed of the falling eggs is incrementing in hard mode over time   
  we have built an algorithm that generates random colored Eggs at random positions.
* Eggs creation isn’t equal white eggs numbers is double number of black and gold.
* The algorithm is:

picIndex = Math.ceil(Math.random()\*10) ;

picIndex-- ;

if(picIndex>=0 && picIndex<=5)

picIndex= 0 ;

else if(picIndex >5 && picIndex<=8 )

picIndex= 1 ;

else

picIndex = 2 ;

3.the main script files: which we use to connect the GUI with the two previous script files.