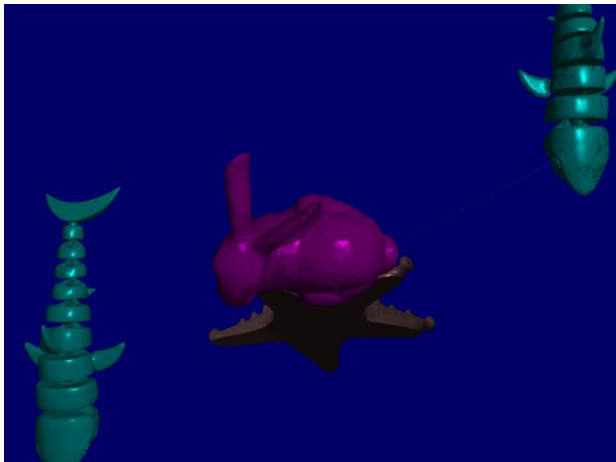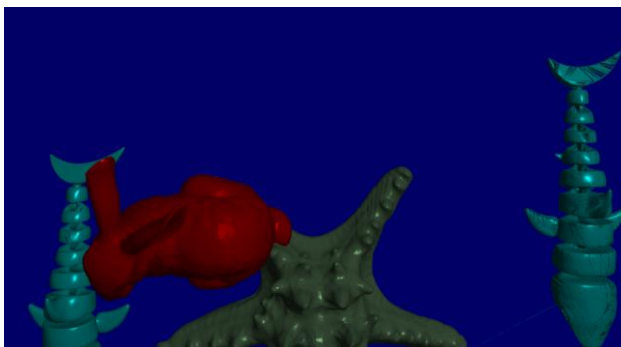For this project I used the template from the course.

This is how the scene looks when running the programme:

The sharks are moving in the y axis and start from top to bottom over and over. The star rotates at the bottom and changes color randomly.

The bunny can be moved with the keys: w, s, a, d it will change colors depending on its position:

- at the start or near the start position it is purple
- moving it close to space where the shark or the star is moving it will turn red

- at the top of the window the bunny will turn green