**About:** Balloon fight/joust style game where colour of the screen changes changes and the physics change with it. The player is in a room with an open pit at the bottom. Falling in the pit is instant death. Enemies will constantly spawn and attack the player. They will run at the player without fear and try to push the player off into the pit. When the player hit’s the pit it is game over and the player get’s the option to restart or play again. The goal is to score as many points as possible without dying and then beat the high score.

Every 20 seconds the colour of the light of screen will change. With that changes some amount of physics will change according to the list below.

**Colours:** This is the list of colours that will overlay the screen and the effect that they will have on the game.

1 - Blue: mass of all object becomes lower

2 - Red: velocity grows higher

3 - Green: Everything becomes 3x bigger

4 - Orange: Bouncy

5 - Purple: Objects stick together (delay on jump)

6 - Black: Can’t see ground (remove light)

7 - White: Normal

8 - Yellow: Random (between 1 and 6)

**Characters:**

Player: A stuffed bear with a sword. It must survive the Colour Splat eXtreme competition.

Deals 1 damage to enemies when they are hit with the sword.

GatorDuck: A duck with the head of an alligator

Health – 2

Bash Force - 2

Cat Spider: A squid with the head of a cat

Health – 3

Bash Force - 5

Angry Tree: an angry tree

Health – 5

Bash Force – 3

**Notes:**

Limit of enemies on screen: 4

Enemies will spawn every 3-7 seconds assuming the cap of enemies has not been hit.