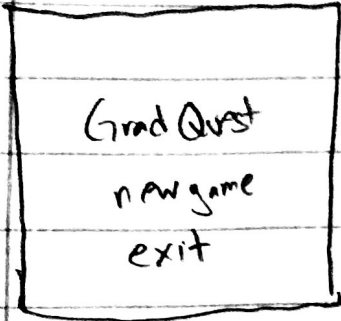


Main.fxml



Home Intro.fxml exit



HighScores.fxml

Name	Score
✓	#
✓	#
✓	#
✓	#

level of difficulty

ascending



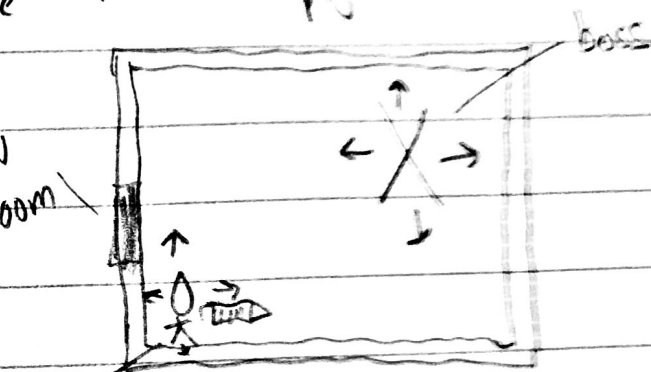
start game

World 1 room



player power up

prev room



player

score = amount of time to win

difficulty = score modifier