

GLOW HOCKEY

In order to start the game, the "run project" button needs to be pressed.

Once the welcome screen appears, the button "Start Game" needs to be pressed. This takes the user to the game field.

Without making any click on the field, the user should press the "Play" button in order to start playing.

The pause button gives the user the option to pause the game whenever necessary. Pressing the "Play" button consequently causes the game to be resumed.

The game ends whenever any of the sides score 7 goals.