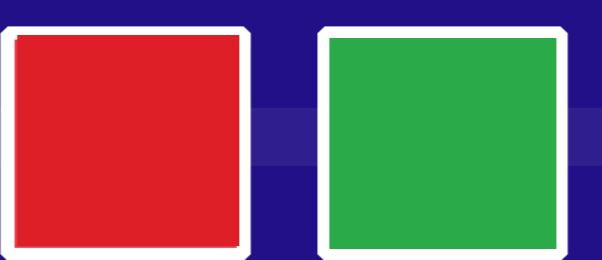
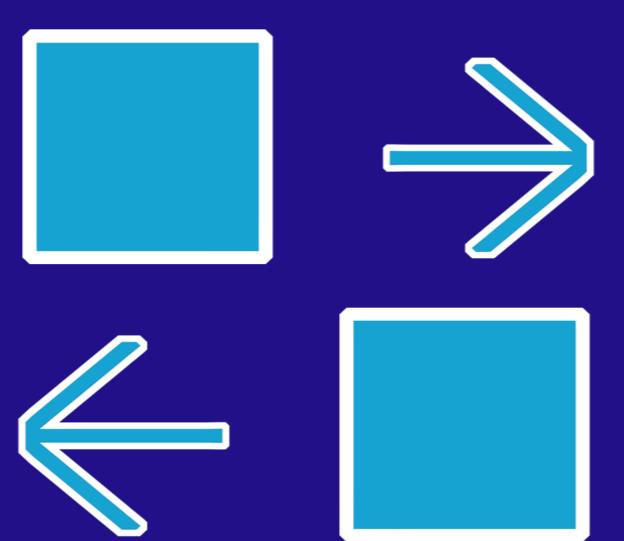


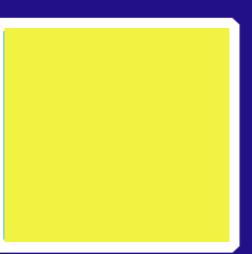
You control 2 blocks



The blocks can move left or right



Yellow buttons controls



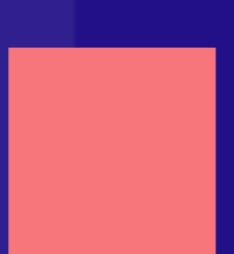
White buttons controls



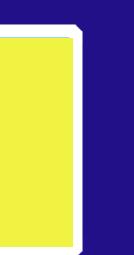
## JLES



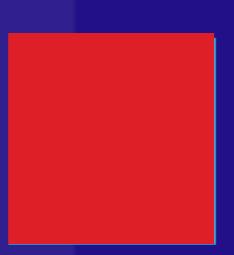
collects



and avoids



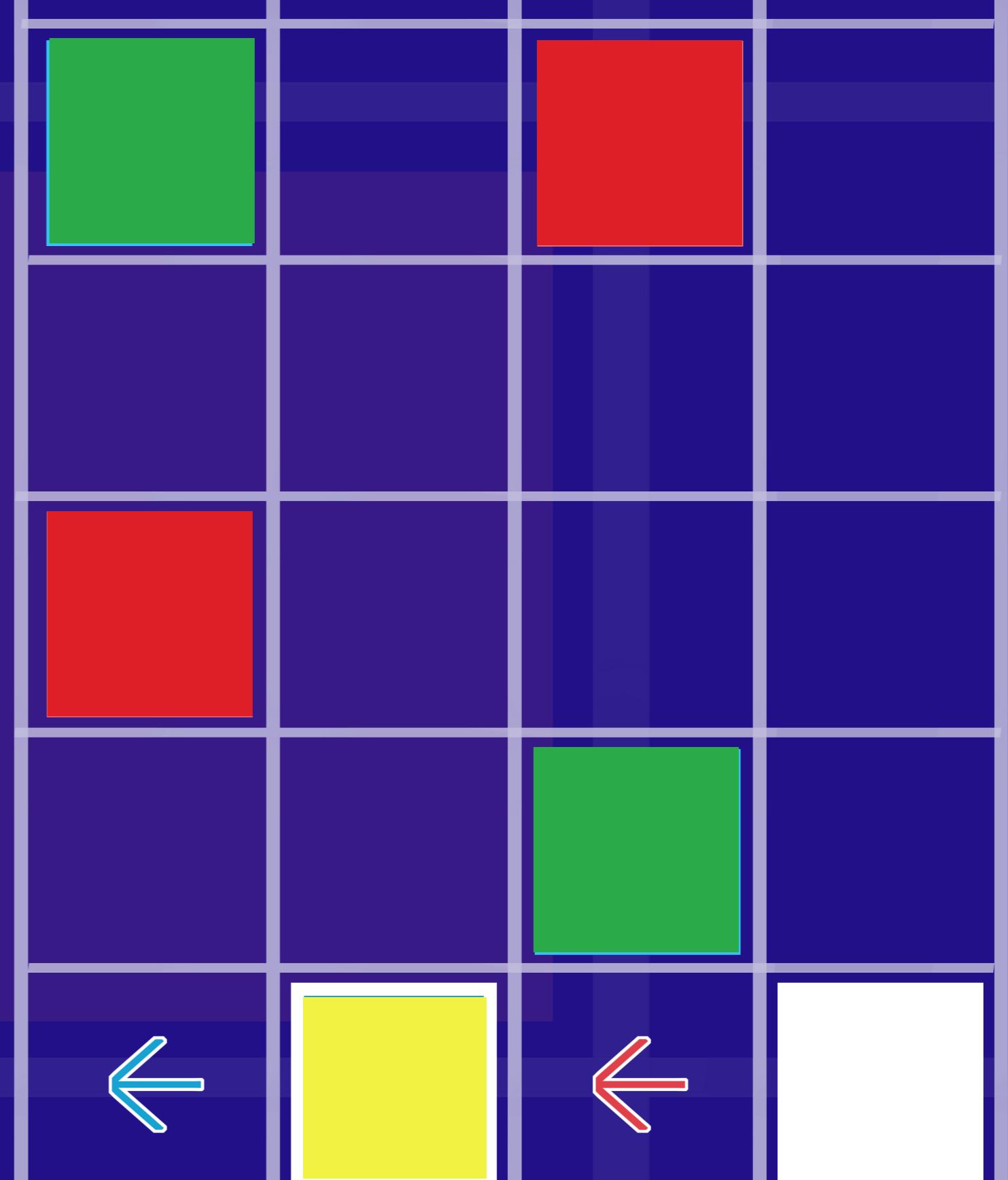
collects



and avoids

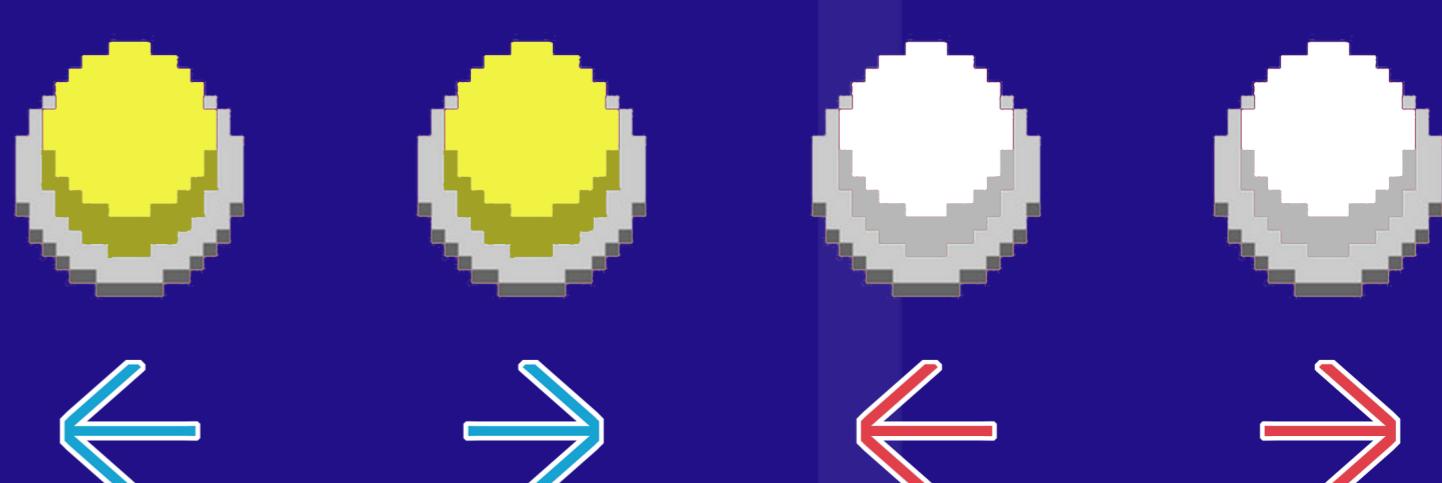


Don't miss any collectibles!

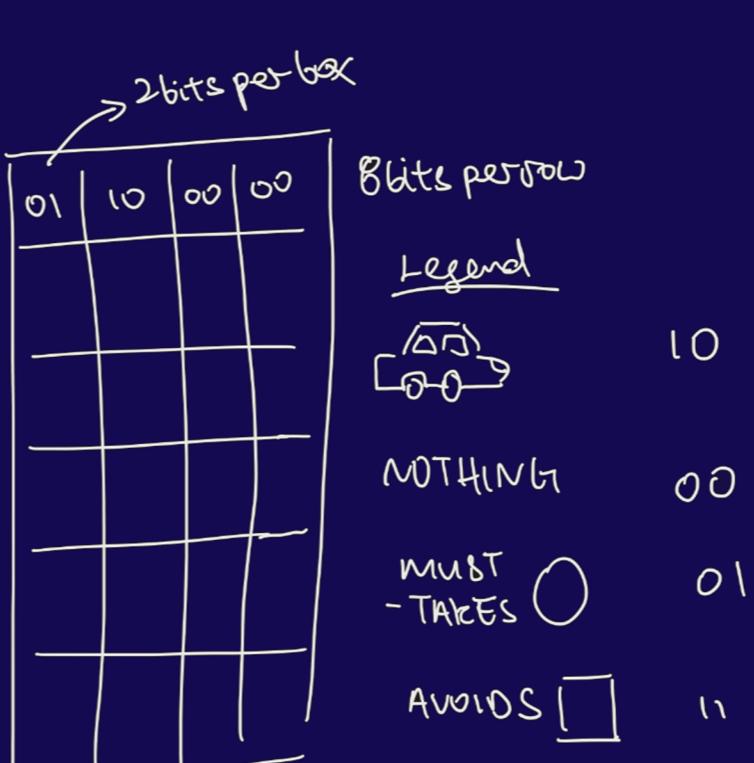
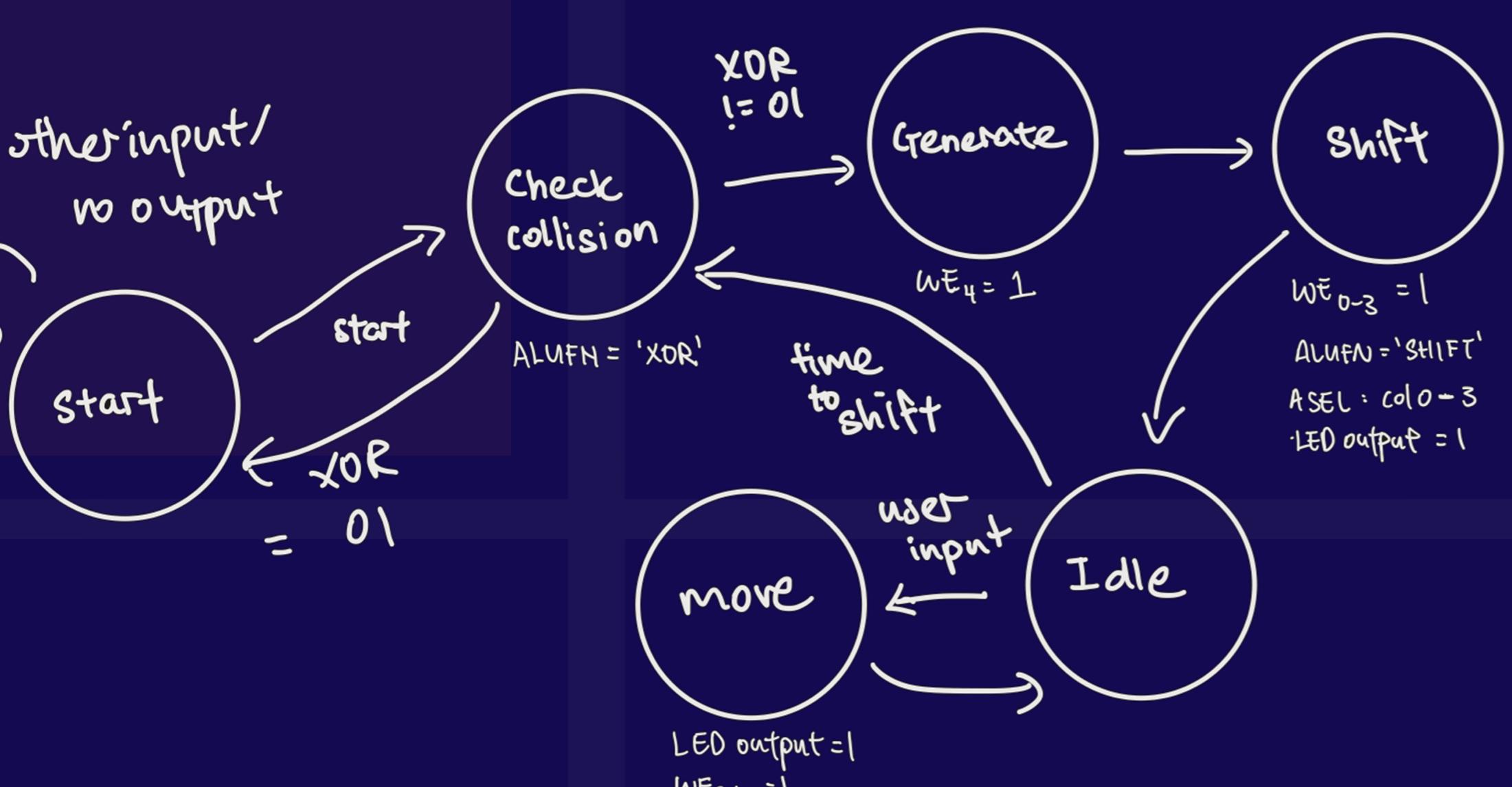


↑  
you

↑  
also  
you



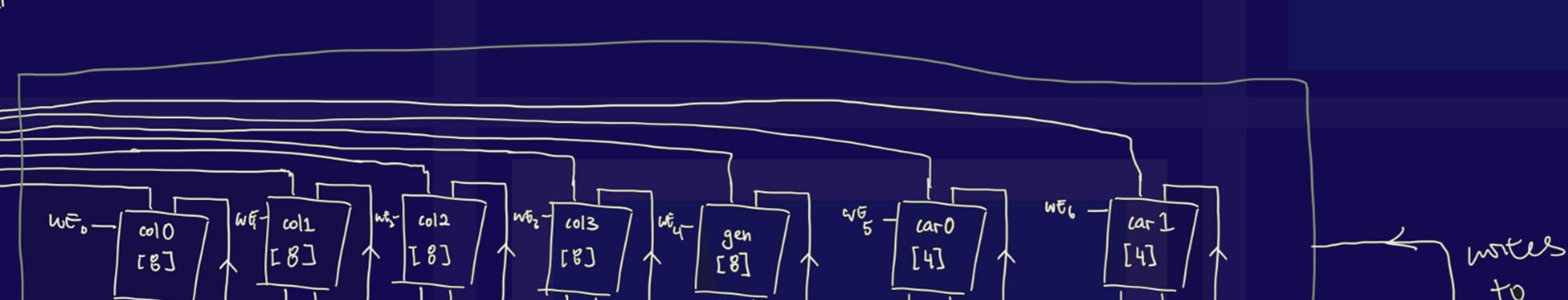
## STATE Machine Diagram



NOTHING  $\oplus$  NOTHING = 00 ✓  
NOTHING  $\oplus$  □ = 11 ✓  
CAR  $\oplus$  NOTHING = 10 ✓  
CAR  $\oplus$  □ = 11 ✓  
CAR  $\oplus$  0 = 01 ✗  
NOTHING  $\oplus$  0 = 01 ✗

PRES  
STAR

## StepPath



Sidharth  
Praveenkumar  
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