

CatchUp

CatchUp is a game that was created to enhance attention and percision. It was created as a trainer game in order to help players who want to improve their mouse percision and aim and be able to test their reaction time.

Gameplay

- **Objective:** Going through the numbers from 1-9 without fail.
 - **Mechanic:** Game will shuffle the board of numbers on every click. Player needs to click on the numbers in ascending order while following the moving board.
 - **Challenge:** If player hits the wrong button sequence, the board will shuffle and reset all the correctly pressed numbers before.
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Built With

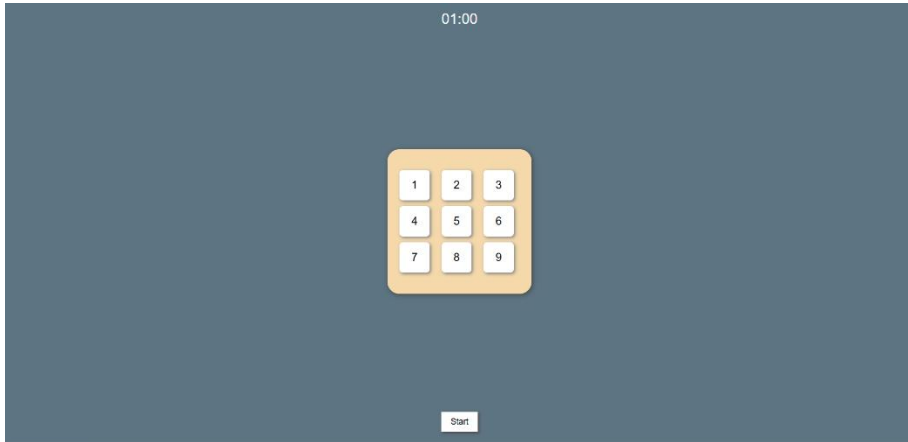
- **HTML5**
 - **CSS3**
 - **JavaScript**
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How to Play

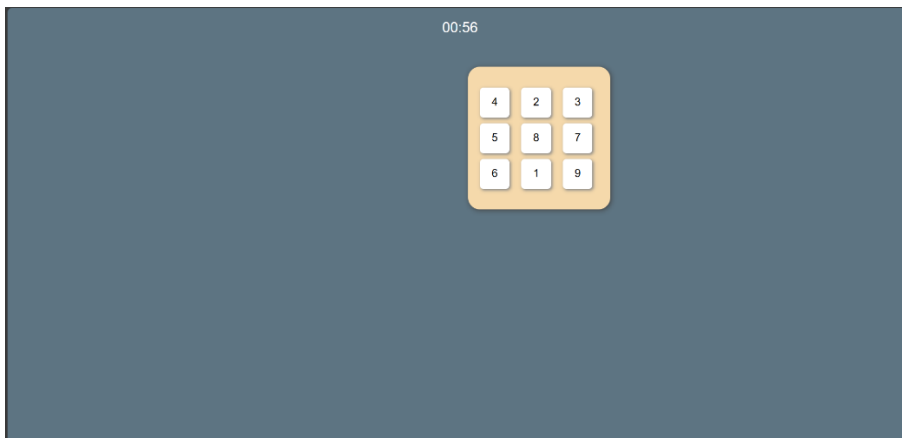
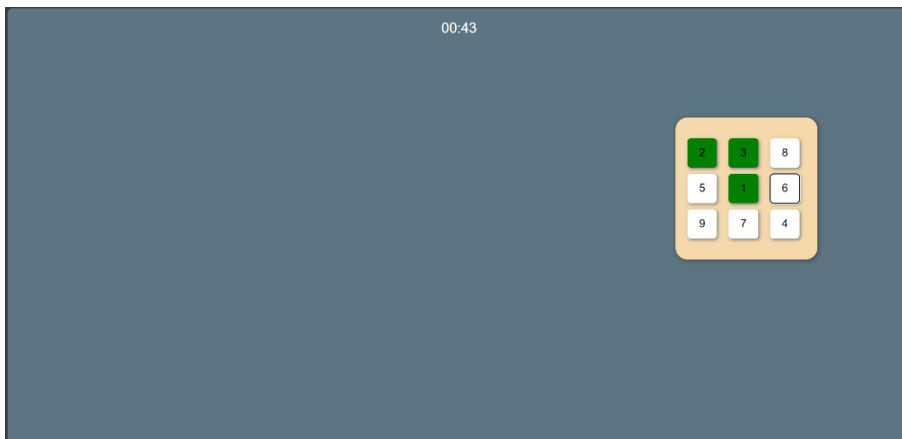
1. Head to [CatchUp on GitHub Pages](#)
 2. Click **Start** on the main screen.
 3. Click on the numbers in ascending order.
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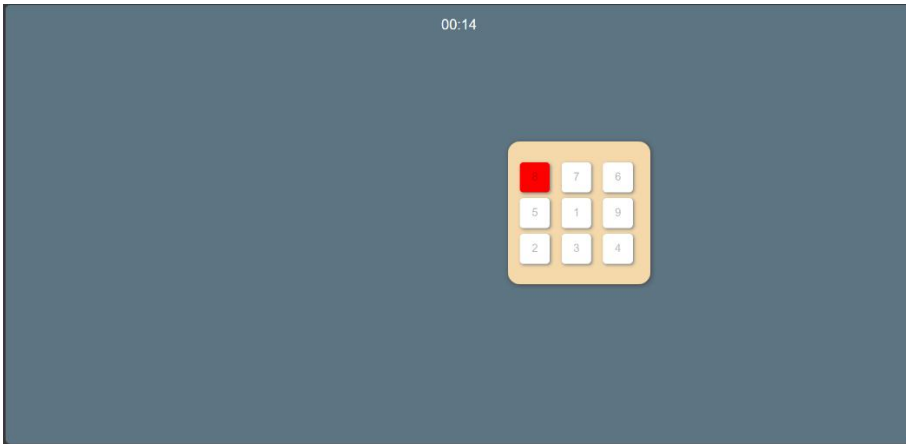
Screenshots

- **Default state:**

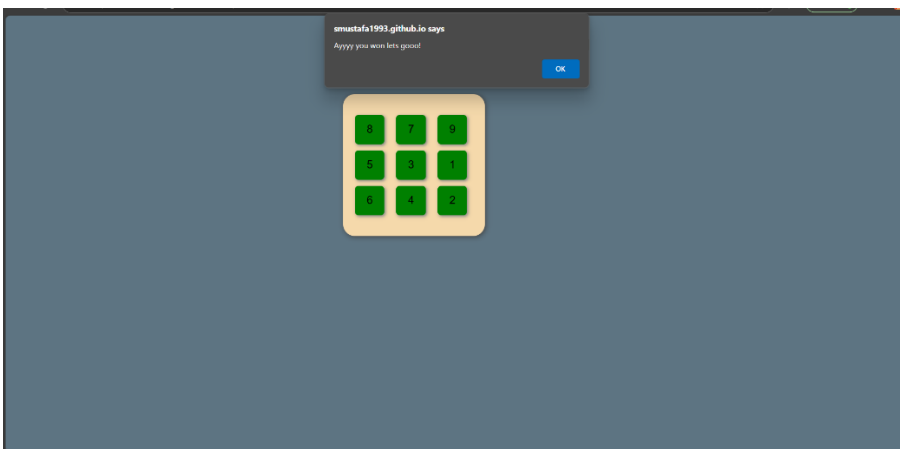
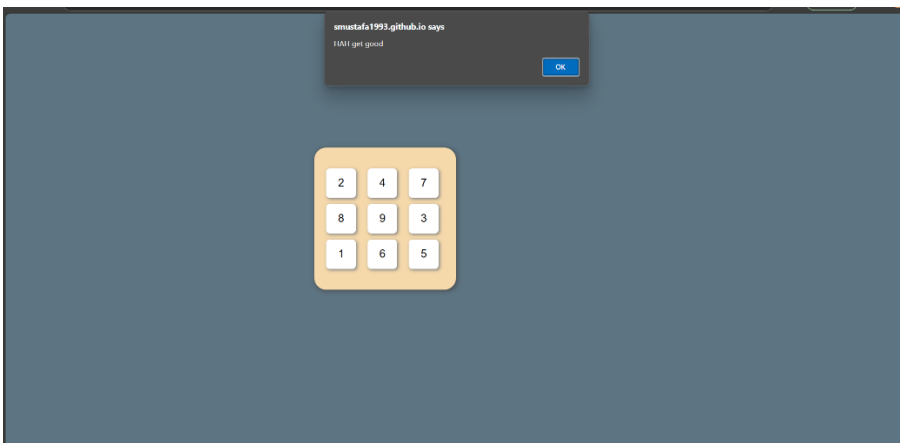


- **Gameplay**





- **Win and Lose conditions**



Future Ideas

- Level progression system
- Time challenges or score tracking
- Mobile support and touch control tweaks
- Soundtrack or background ambiance

Known Issues

- No pause or reset button mid-game