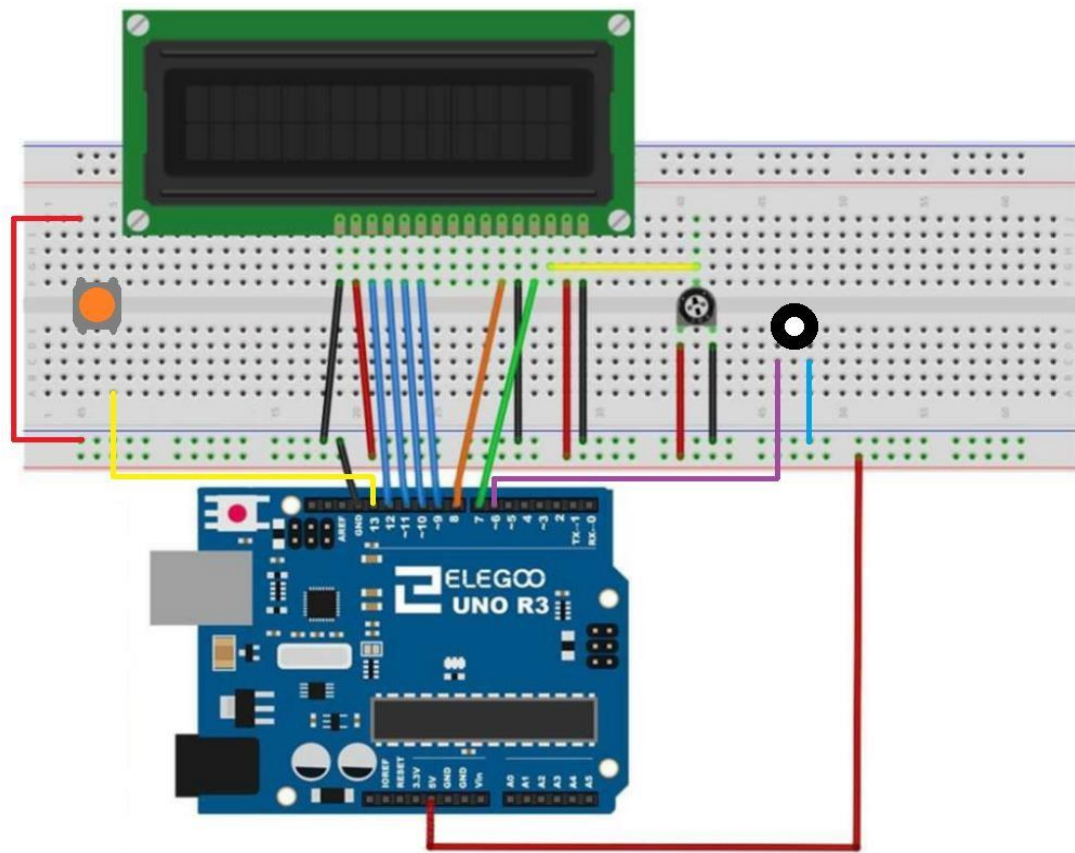**Schematic**

Video https://www.youtube.com/watch?v=-3dxO3BUC04

Description

The main character < is controlled by a single button which will either move the character up or down. The objective of this game is to collect all the O and dodge all the X. The O and X will come in random order at a random direction. In short, there will be four instances of the object: O coming from top, O coming from bottom, X coming from top, or X coming from bottom. The object will come from the right side of the screen and move leftward where the character is located. The character needs to perform a quick reaction to either stay in the position or move to the opposite position. If the character successfully collects the O or dodge the X, the score on the right will increase by 1. Every time the character gains a point, the object will start coming at a gradually increasing speed. If the character fails to collect a O or gets hit by a X, the game will end.