Task breakdown

Done

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| **Ivan** | **Swee Seng** |
| Menu and help pages | Game object |
| Item and spawning | Player and movement |
| “Enemy” rainbow | Collision check |
| End game screen | Scoring |
|  | Reading of high score from text |

Not Done

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| **Ivan** | **Swee Seng** |
|  | Writing new highscore to text |