**Problem Statement:**

Create a monster survival game.

The game should have one main character.

The movement of the player should be horizontal, it should move only forward and backward according to the left and right keys.

There should be 4 monsters that should move vertically in a zigzag way.

If the player touches the monster, everything should be destroyed and player animation becomes a ghost. The text game over should also be displayed.

If the player touches the home, then only the monsters should be destroyed, and a message should be displayed on the screen.

**Hints**: <https://studio.code.org/projects/gamelab/V2OZL1UNYOPqRZRAmDfOuvyLBji_LQNygRjplDCPRMw>

Output Video :

<https://drive.google.com/file/d/1TKyq3U15tBR-_NYXbCO1Iv_GmBjl8Y5C/view?usp=sharing>

**Assessment form :**

<https://docs.google.com/forms/d/e/1FAIpQLSdJ58Xn8zw1t67aMwUA32sZb0WXfDl1AqE1wWXViwljzJk69Q/viewform?usp=sf_link>