Tim

| 0 | 50 | 100 | 150 | 200 | 250 | 300 | 350 | 400 | 450 | 500 | 550 | 600 | 650 | 700 | 750 | 800 |

player

enemy (moves from left to right and back)

goal

or

Game concept:

logic: Controlled by arrow keys
player is restricted by game window
enemy moves left to right and changes direction
upon touching other side of screen
goal changes position when player touches it
          ∧
         and size
game over screen is triggered when player touches
enemy
player can press SPACE after losing

player will be a blue box
enemy will be a red rectangle
goal will be either a yellow square or circle (:)

Stuff I might add:
• enemy speed changes every time player touches goal
          (increases)
    will have limit so enemy isn't too fast
• number counter indicating what stage

• goal will be either a circle/square every new stage
(dimensions / radius will also be randomized)
              ∧
             and pos

Updates go here (from top to bottom):

2024-05-30:

- added classes for game objects: player, enemy, and goal

- now upon touch, the goal randomly switches between a square and a circle. (the circles radius is randomized as well)

- randomized points system between 5 to 30 (every time the player dies/resets the game, the number of points needed to beat the game changes)

- enemy now can go up/down instead of just left to right