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# Custom Program Design

For my HD custom program, I have created a 2D game where the objective is to collect as many points as possible by consuming various foods dropping from the sky while avoiding insects.

The player is represented by a mushroom character and can be moved using the A and D keys.



The player starts off with 3 lives. Each food consumed increases the player's score by 10. For each insect that hits the player, a life is deducted. The player can regain a life by consuming the falling potions. Potions also increase the player's score by 5.

If the player already has 3 lives, consuming a potion will not give the player an extra life.



As the game progresses, the speed at which the objects fall increases. When the player loses all their lives, the gameover screen appears. The player is then given the option to restart the game by pressing the R key.

Endless Eater

Score:30  
High Score:180  
Lives:



Game Over!  
Press 'R' to retry.

