



The goal of the game is to launch the ball so that it correctly hits the marked figures and collects the designated balls. The player controls the ball by tapping the screen to launch it. The playing field contains various figures, obstacles, and marked balls that need to be collected. The ball bounces off obstacles, changing its trajectory, so it's important to calculate the launch angle correctly. The player earns points for each collected marked ball. If the ball hits an unmarked object or goes out of bounds, the attempt is considered unsuccessful. The game continues until all marked balls are collected, with increasing difficulty in later levels due to new obstacles and dynamic elements.