TP2 updated design

So far when the program is run, the gameMode will be first initiated.

To play the game:

1) **Press "w", "s","a","d"** to move the player (the cat)

2) The cat cannot go beyond the top half of the screen, otherwise it will be very easy to play

3) There are 6 chances to implement path-finding bullets. **Press "j"** to initiate the path-finding bullet, and **press "k"** to complete the move.

4) Press "p" to pause. Press "r" to return Home

5) At the end of the game, you can click on "play again " to play another round

6) At the beginning of the game, the cat has 1000 health values and each enemy (the dog) has 50 health values. Each bullet can reduce health by 25. But at some point in the game, the health values increase to 75. Each time the dog disappears, the score goes up 50

7) Also at some point the dog can shoot back bullets (green rectangles so far), and the cat will lose health (so far not a lot because I'm trying to do more testing). And a super bullet type can be initiated once score has been reached to 300

TP 3 Updated design:

● When super bullets are initiated, path finding bullets won't come out.

● When purchasing bullets, the number of new pathfinding bullets is 1, instead of 2.

● Font changes