

In this game I made a few changes. I started by changing all of the art out and made it so that you had to capture birds. They also spawn higher than the butterflies did since they are birds. Along with that I put the setting in more of a forest type location to match the theme. When it comes to the code, the only end game is by collecting all of the birds and pushing through to level 8. Once it is at level 8, it will tell you that you have collected all of the birds and that you can push play again to restart. I also changed the layout and the color of the background and where the restart button was located. I adjusted the size of the canvas because everything seemed to be so off to one side so it now has a length of 1500 px.