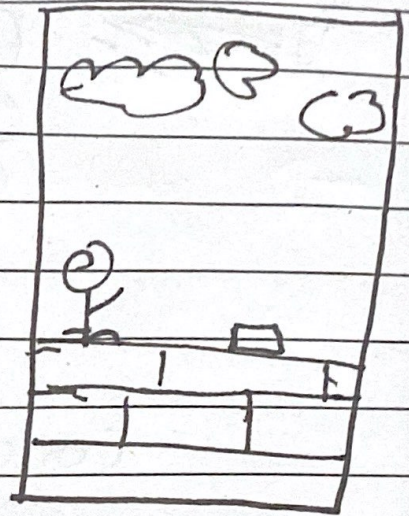


Step 1:- Game.

idea:-

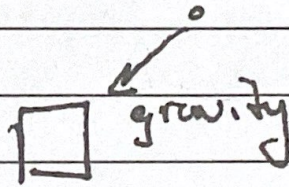
- Stick man walking

needs to jump when there is a rock?



Why? i hate this!

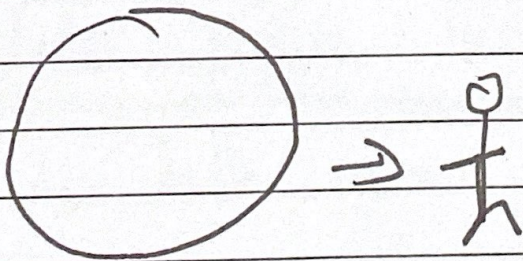
so thoughtless.



press key to move it away from

the black whole / ~~black~~ boy if they collide exit program?

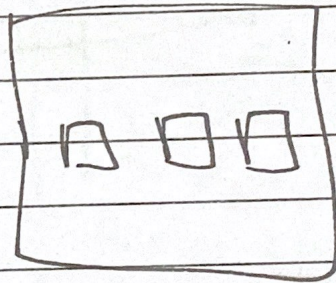
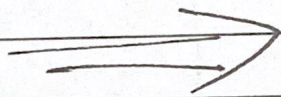
Chasing the man.



A turning square when
mouse pressed it must
be centered.

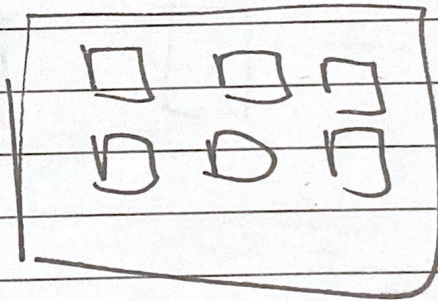
3 Levels = level one

Align.



level 2

Align \Rightarrow



Made 1 square rotate around
it self.

Make it stop using key/mouse
pressed.

Find sounds.