1. Title- Dodge & Win
2. Goal- To Dodge the ball and improve the score.
3. Story- Basically the story is that there is a player and he has to dodge the balls to save his life. The player will have 3 lives and if the ball touches the player 1 life will be deducted and one of the ball will be the lucky ball which will add 1 life to that of the player. And there will be a score class, if the score =< 200 or some number then the speed of the ball will increase.
4. There is one playing character which is the player , this character can jump, move left and right and crouch and there is a non-playing character that is the ball.
5. I plan to make my game engaging as there are 3 lives so player has an idea how to play the game and will play till he reaches the highest score. There is also a part in which player can win more lives. This is based on the game od Dodge ball which most of the people know and will be fun.