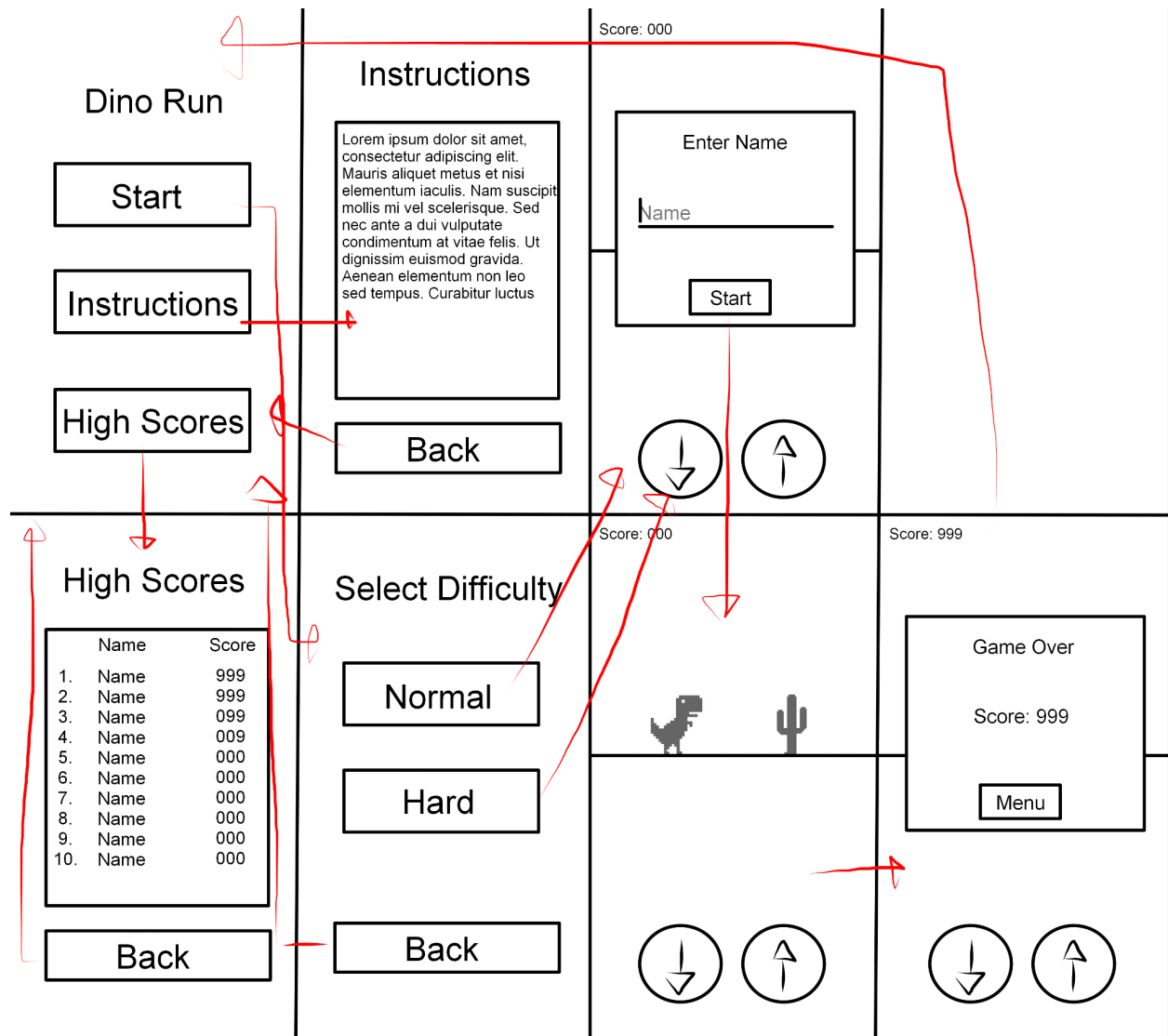


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<b>Project Title:</b> Dino Run				
<p><b>Project Description:</b> Our project is the game Dino Run, which is inspired by the game that Chrome allows you to play when your instance of it is offline. The player controls a dinosaur that is running in a straight line, and they must press a button to jump over various obstacles that will appear on screen at random intervals. For each obstacle the player dodges, they will earn a point. The player will be able to choose a difficulty, with each level of difficulty also providing a score multiplier to the player. The objective is to gain as many points as possible, and the game ends when the player gets hit by an object. The highest scores will be saved in a localized leaderboard.</p>				

### Requirements Definition:

- Upon launching the app, users will be able to view instructions for the game by pressing a button.
- Upon launching the app, users will be able to view a leaderboard of the top 10 scores made by the player by pressing a button.
- Upon launching the app, users will be able to play the game by pressing a button.
- While playing the game, users will be able to jump vertically using directional keys that become visible when the user presses the "play" button.
- While playing the game, users will be able to view their score increasing in real-time.
- While playing the game, users will be able to pause the game by pressing a button.
- While playing the game, users will be able to exit the game by clicking a button that becomes visible once the game is paused.
- Users will be able to access an options menu that appears both upon app launch and in game that allows them to adjust the volume of the sound effects.
- The player is shown their score after they lose and is taken to the main page after they press the "exit" button.
- Users will be able to change their display name in the main screen by pressing a button, then an interface will open that allows them to type and save their new display name.
- Users will be able to select between three difficulties (Easy, Normal, Hard) after they press the "Play" button in the main screen.

### Wireframe



Github Repository: <https://github.com/Ahnaf-Reaz/1022-Dino-Run.git>

We are using android studio with intelliJ to implement the project.