⌗ Game Feature:

We aim to create a 2D running game application, where runner will face obstacles; for instance, cactus in a desert. Runner is required to jump while cactus continuously comes towards the runner.

a. Game will be started as soon as the project is debugged and compiled. Then, runner will be opting to jump while it will be confronted with cactus.
b. If the collision between runner & cactus is observed, then the game will be end.
c. Each successful attempt of overcoming the obstacle, runner will gain one point.
d. After each 10 points, the speed of the movement of cactus will be increased.
e. The game will be running at an infinite loop, and the iteration will be stopped as soon as the collision is detected.

⌗ Mathematical Explanation/ Logical Observation:

We will be assuming runner as well as cactus (obstacle) a rectangle box, and calculations will follow by in the similar way:

```
while (xiObject <= xfObstacle && xfObject >= xiObstacle)
{
      if(yiObject > yfObstacle)
            continue;
      else
            // collision
}
```

⌗ Movement of Components of Environment:

a. Runner's movement will be along Y Axis where x ordinate's value will remain constant.
b. Cactus's movement will be along X Axis where y ordinate's value will remain constant.
c. At the beginning, we will be focusing to implement our project only for a static background.