Game programming

1. My game idea is simple, the game is about getting the highest score. The way this game works is that bad and good fruits are falling from the sky as well as a small bomb and the basket fruit needs to avoid the bad things and only get the good fruits to get points.
2. The main character is the fruit basket, but there is also apples, rotten fruits and bombs. The scenario is taking place in a small nice grassy field with a sky view that moves the clouds.
3. The character can only move left and right to try and catch the apples and to avoid the bad things in its baskets or else it loses lives.
4. The game has no wins its just getting the highest score possible, but you can lose if u lose all your lives that’s when the game will end.
5. The game gets harder when a certain amount of points is reached more objects will fall and the speed will increase if the character hasn’t lost all his lives.
6. By playing a game in a mobile app.
7. If my teammates are open minded and they would like to improve the idea of this project I will happily do so and if they have the basic knowledges of coding and when they are lost or need help they would ask for it. If they are creative and are on time to do their part of work.