Title: Rock Infinite Game

Story: There will be rocks coming from the right side and the player will be running on the ground. He has to reach the shooter before he gets hit by a rock. There will be a fire ball which the player has to eat. If he eats it he will not die by getting hit by the rocks for a few second and his speed will also increase.

Goal: Reach shooter before getting hit by a rock.

Rules: We can jump by up arrow key. We can bend by down arrow key. If we get hit by a rock player will die. If we reach the shooter before getting hit by a rock we will win. Rocks position will be random and they will come randomly. Reset button to reset the game. There will be a fire ball which the player has to eat. If he eats it he will not die by getting hit by the rocks for a few second and his speed will also increase.

Balance: If we reach the shooter before getting hit we win if we get hit by a rock before we reach the shooter we die and we can dodge the rocks by the up arrow keys and the down arrow keys but the rocks position will be random. There will be a fire ball which the player has to eat. If he eats it he will not die by getting hit by the rocks for a few second and his speed will also increase.

Adaptivity: We can increase the speed of coming rocks and make them come often when the player is close to winning.

Feedback: We will give visual feedback. We can show a trophy when we win and show us dying when we lose. We can also give sound when we win and when we die. We can show the distance left. We can also give a suspenseful sound when we are about to win.

Chance vs. Skill: Skill is that our eyesight should be good to dodge in proper time and we should be quick. Chance is rocks will come in random position so there is a chance that the rocks might be away from us. There will be a fire ball which the player has to eat. If he eats it he will not die by getting hit by the rocks for a few second and his speed will also increase.

P.C: Player.

N.P.C: shooter, Rocks and Fire Balls.