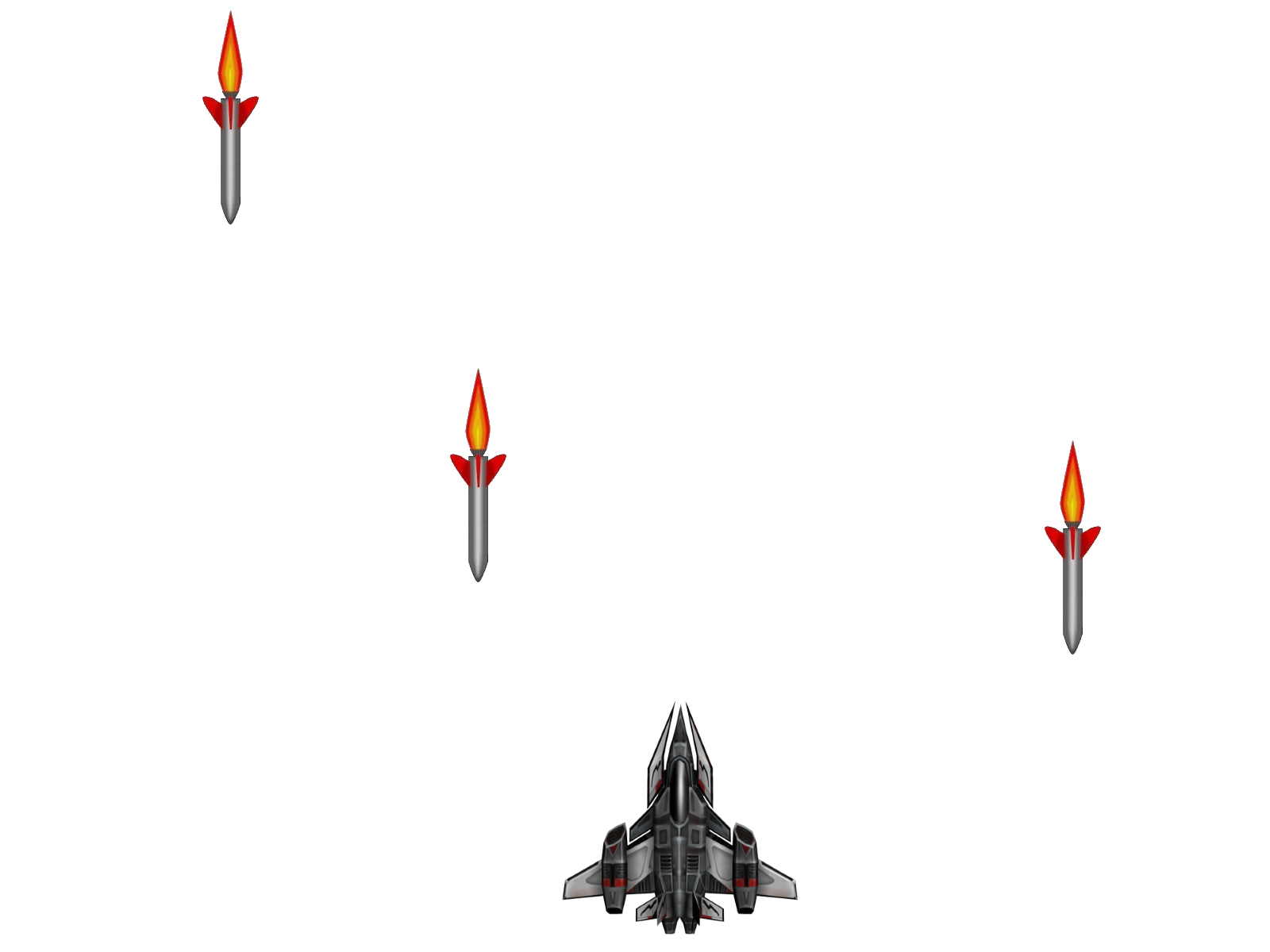
**Dodge Race**

* Team members : David Nolan
* Experience goals: player dodges objects coming from the top of the screen the longer the player survives and the more collectibles they pick up the more points they get
* Rules: if you hit an object or go off the screen you die
* Interaction: the player will swipe left and right possibly up and down moving the player on the screen
* Storyline: survive as long as possible?
* What will it look like: single scrolling screen



* Online: I plan to make it 2 player by simply two people playing and the one with the most points at the end is the winner.