**My Own Game**

**Elements of my Game are—**

* **Characters (PC and NPC).**
* **Story.**
* **Goals.**
* **Rule.**
* **Balance.**
* **Adaptivity.**
* **Chance vs Skill.**
* **Feedback.**

1. **CHARACTERS (PLAYING AND NON-PLAYING)—**

**Characters are very important in any type of game. So, in my game there will be total 5 to 6 characters in which 3 to 4 will be playing and 1or 2 are non – playing characters.**

1. **STORY—**

**Story of my game is very interesting. It is own all about racing. There will be one cars and many obstacles are there .**

1. **GOALS— The car has to go on track without touching and colliding with any of the obstacles.**
2. **RULE— Rule is that that if car will touch any of the obstacle then the game will be over.**
3. **BALANCE— It will be a balance game in which there will easy and hard both stages are there**
4. **CHALLENGE vs SKILL— There will be challenge for the racer to not colloide his or her car to abstacles.**

**7 FEEDBACK—This will be good game.**