Task 2
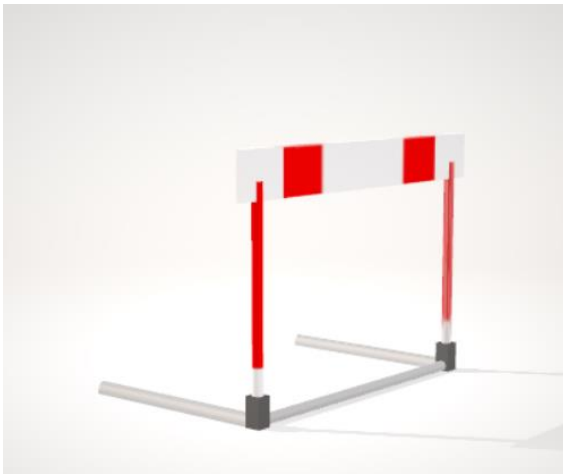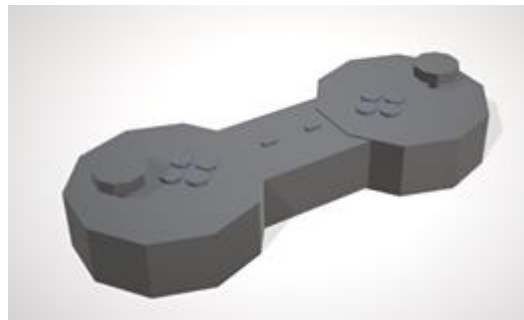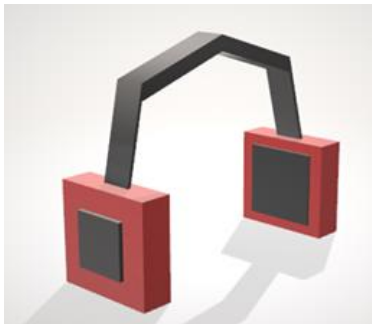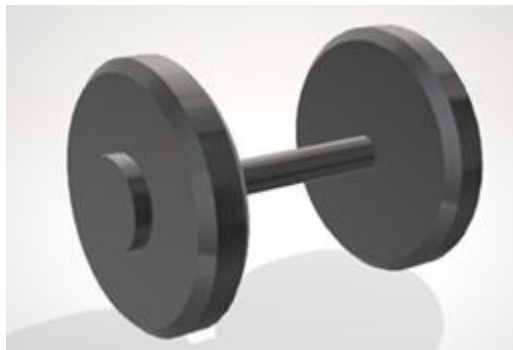
Game Design Document

    a. **Target Device**:
       Windows/Mac PC.

    b. **Gameplay Flowcharts:**
       (PDF named Flowchart)

    c. **Game Mechanics:**
       The player will be able to make the character move left and right and jump.

    d. **Game Objectives:**
       Get the lowest score possible.

    e. **Visual Assets:**
       Obstacles:
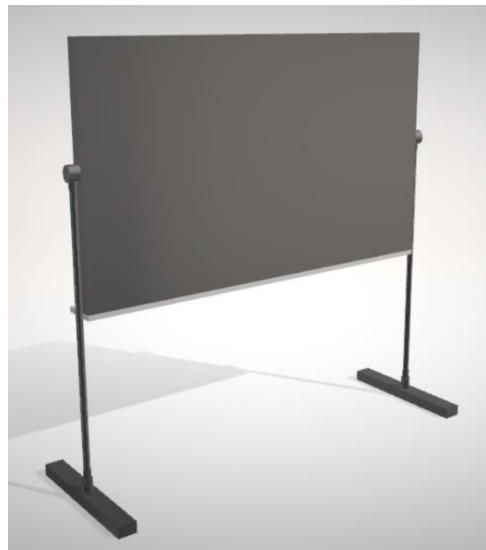
Pickable Items:

Character:

f. UI Elements

Points, Timer, Current Gamemode text and Buttons.

g. Game Scenes

There will be 4, the main menu scene, tutorial scene, game scene and the game over scene.