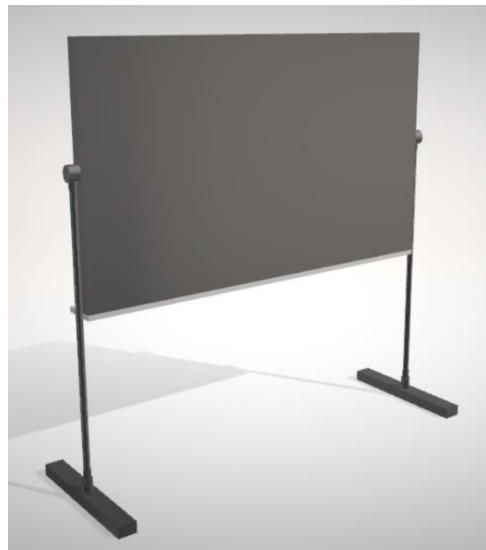
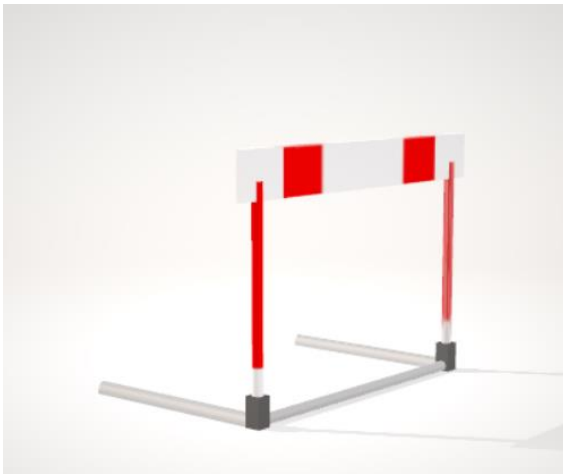


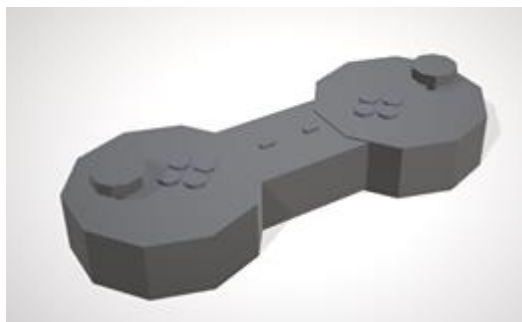
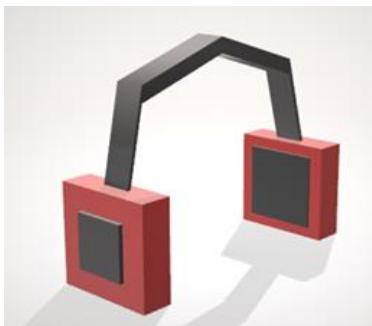
Task 2

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:**
To collect the items which correspond to the game mode.
- e. **Visual Assets:**
Obstacles:



Pickable Items:



Character:



f. UI Elements

Points, Timer and Game mode.

g. Game Scenes

There will be two, one will be the starting menu and the other will be the game over screen (excluding game itself).