GAME DESIGN ELEMENTS

1 CHARACTERS – PLAYING CHARACTERS - SPARROW BABY

2 GOAL OF THE GAME – SPARROW BABY HAVE TO FIND HER MOTHER

3 RULES OF THE GAME -PLAYING CHARACTER MOVE BY UP ARROW AND LEFT ARROW, RIGHT ARROW, DOWN ARROW.

4 BALANCE OF RULES – RANDOMLY PLAYS DIFFERENT SPARROW ON THE MAIZE.

5 ADAPTIVITY – WHEN U LIKE ON WRONG SPARROW THAN 10 MORE SPARROWS COME.

6 CHANCES VS SKILLS – SPARROW SPREAD RANDOMLY , THIS IS CHANCES ,MOVE SPARROW UP,DOWN,LEFT AND RIGHT

7 FEEDBACK- CREATING MORE SPARROWS

8 STORY - SPARROW BABY HAVE TO FIND HER MOTHER