**EPICS**

Our Project aparts from 2 parts. First one is the coding part which we specify behaviour of our character how to move and what to do. Hugo who is our character can jump, move to left or right, collect the coins. Moreover we will add some different levels and different places and backgrounds. The second part of Project includes the modelling and animation of the character the Hugo. Also we will design the background, some equipments, coins, ground etc. in this part. We aim to appeal to kids and game lover using mobile application. When the user open the application, firstly he/she needs to log in by creating a nickname. Then he/she will begin the first level and make the character espace the barriers and collect the coins. If the level is successed, he/she can start the next level.