**Rubid Run: the start of the Universe**

**Game Layout**

1. **There is a block on a floor at the start.**
2. **When we click start, we should hang to a flying block which is generated randomly.**
3. **We should click and hold to the block and swing ahead.**
4. **There will be more blocks going ahead**
5. **We need to keep hanging and going ahead until we complete the level**
6. **There will be red danger blocks which we should not hang to.**
7. **There will be lava below us**
8. **If we fall, we die**
9. **There will be shaders added to it**
10. **Sound effects by me in audacity or something else**
11. **All the characters in blender**
12. **Unity particle system used for particles**
13. **The block will have white round-like particles coming when it swings**
14. **Lava will have bubble-like particles popping.**
15. **End.**