MY GAME

Characters : Bunny , Teddy .

Idea : two player game ,

background : forest (with fruits , coins , obstacles (stones , porcupine)) ,

mechanics : run and jump ,

sub-goal : to collect coins and fruits ,

Goal : to reach the end point .

PC : teddy , bunny ;

NPC : fruits , coins , obstacles .

Obstacles: stones , porcupines .

Rules of the game :

* Each characters will have two lives .
* If any character touches stones or porcupines the lose 1 life .
* Who ever reaches the end point WINS the game .
* If the character touches the coins the points will increase by 50 , if they touch the fruit it increases by 30 .
* If one player loses both lives , game will over for him and will wait for the other player to finish .
* If both the players loses their lives game will over and the score will be displayed .