GAME PROJECT

1. **Title** : HANUMAN JUMP
2. **Goal** : Select the banana
3. **Losing condition:** when the monkey meet the thorn, enemy, it’s will lose.
4. **Winning condition:** when the monkey finish to take all banana and then is go the flag place. It’s will win.
5. **Features:**
   1. **Platforms:** Moving platforms.
   2. **Movement:**
      1. Wall Jump
   3. **Enemy:**
      1. Deferent enemy
   4. **UI/UX:**
      1. Background
      2. Image sprite
      3. Animation
      4. Sound
   5. **Scrolling:**
      1. Auto scrolling
   6. **Game management:**
      1. Win/Lose screen
      2. Restart
      3. Levels
   7. **Score:** 
      1. Score System
6. **Theme :**
   1. Grass
   2. Tree
   3. Thorns
   4. Turtle
   5. Bird
   6. Banana
   7. Back ground
   8. Flor
7. **Role:**
   1. Lieb: Feature Manager
   2. Makara: Coaching Manager
   3. Pheaktra: Merge Manager
8. **Story**

កាលពីយូរលង់ណាស់មកហើយ មានសត្វស្វាមួយ​ វាឃ្លានស៊ីចេក វាក៏បានទៅលួចចេក នៅចម្ការបុរសម្នាក់ដើម្បីយកមកស៊ី។ តែនៅក្នុង​នោះមានទៅដោយ ឧបសគ្គជាច្រើន នៅក្នុងចម្ការនោះ។