\*PC = playing character

Class 43(Elements of a game)

* Playing character: mario
* Non playing character: obstacles, brown animal
* power Pellet: mushroom, sunflower.
* Goal: The playing character should cross the obstacles and reach the castle.
* Rules:

1. The playing character will have 3 lives
2. The PC should not dash the obstacles, or the blue mushroom, or else 1 life will be gone.
3. After all the lives are gone the game should be restarted
4. If the player reaches the end he will go to the next level, after all levels he will win the game.

* The game is adaptive(with progression of levels the difficulty will increase).
* The game gives instant feedback.