# JumpBlox Design Document

This game was developed by 3 software development students. The game was designed with the theme of “Run and Grow” in mind with the ability to collect gold to “grow” the player’s wealth. The game consists of three levels, each one with changing backgrounds as the game goes on. The game has different types of enemies including airborne enemies and grounded enemies that will get in the way of the player to prevent them from collecting power ups to increase their health as well as from collecting gold. Data such as the distance that the player travelled to and the gold that they collected are also kept track of and will be shown in the game over screen.