**Design Document for Dino game**

**Game concept:**

A 3D endless game where the player escapes from Obstacles by jumping and increases the score.

**Story:**

This game consists of a simple Player who needs to run and escape the obstacles.

**Pseudo Code:**

Start

Welcome message

Player Moves forward on the ground with Space key

Jump to avoid collision with obstacles

If player collides with obstacles,player dies

Continues to play when player doesnot die

When player touches the obstacles

Player dies

Score is updated

If player dies,gameover

**Game mechanics:**

* Player will be controlled with arrow keys/Jumping
* GameOver if player touches the obstacles
* Infinite End game where the player gets the points based on the distance covered and the obstacles he overcomes
* Displays the highScore
* If the game is over,starts from the beginning
* Obstacles will be of different height

**Assets:**

* Player,Obstacles,Ground
* Audio sound
* HomeScreen,Game Over