Candy Crush

* Characters
* Player character: The one who is playing which is me (Aafiya).
* Non-Player character: The one in the game which is the candies, the jellies, and the candy girl.
* Storyline: To collect all the candies and give it to the candy girl so that she can store it in her shop.
* Goal:
* To match the 2 adjacent candies and make a set of 3, 5 and complete the game within the defined moves
* Rules: The candies should not be in 2 pairs also it should be of the same colour, size we can only swipe it horizontally or vertically. Also, when matched the candies will crush and shift the candies above them.
* Balance: The number of moves VS the striped candies and the bombs, we get the bombs when we add 5 candies together.
* Adaptivity: As we proceed in the levels it gets harder and harder and they also decrease the number of moves.
* Element of chance/ skill: The candies appear the same when we crush the other ones so here is the element of chance. And the skill is that the player should move the candies in such a manner that he or she is able to complete the level in the specified moves.
* Feedback: Sound, scores all of these are the feedbacks.