**The Design of Sun Yu’s Game**

This game is a 2D game but the GUI looks like Super Mario. In this game, the main character named Orange Face with a big mouth, dressed with yellow clothes, has big dark eyes and who can jump very high. He has a nickname “Orange”.

You have to handle this character to jump over the barriers, there are several kinds of barriers: pendulum bob, motionless red stones, moving red stones, red walls and tiny pieces. Remember, if Orange touched the barrier, he will be dead.

There are some auxiliary tools to help you pass the stage: accelerator, spring bed, moving padding, vanishing padding and worm hole.

Only 4 lives for the main character, and there are 30 stages or more the main character have to pass. The stages after 20lv are much more difficult to pass.

We are going to design this game by html5 and javascript codes.

Game Start

Choose Stage

Control “Orange” (UP DOWN LEFT RIGHT)

Y N

Is touching barriers?

Stage Restart Entry of next stage

Y N

Is final stage?

You Win

Game End Next Stage