**AGILE LAB GAME DEVELOPMENT PROJECT**

**Department of Computer Science and Engineering**

**3rd Year B-Tech**

**Problem Statement:**

Following the practices involved in the simulation of the agile methodology in the initial labs, you are required to create a game. This game is about balancing the Actor of the game on the tight rope. It is an infinite 3-D runner game (*For example Subway Surfer*). In this game the Actor walks on the tight rope while balancing himself on the rope.

**Aim:**

The main goal of the user will be to reach the maximum distance while walking on the rope without falling.

**Requirement:**

The game should include following features:

1. It should be a desktop game.
2. User should be able to balance Actor with the help of arrow keys.
3. Scores should be displayed on the screen.
4. User should be able to pause the game whenever he wants and resume again from where he left the game.
5. Keep the list of Top-10 scores.

**Technical Specification:**

The game should be playable on Windows OS.

Note:

After each sprint customer may change the requirement.