**Class Activity:**

**Primary Gameplay:**

Our game is endless struggle means player will run and gets score till touch with any obstacle or hurdle. User will play the game by clicking play button and enter in game. Inside game the player has to jump over the cactus you the controller of that player there is no different stages the more points you win the more far you can run the normal highest scores are 1,00,000 and no one can reach there easily. The endless struggle is to jump over all the boundaries to finish and in this game, there is no end point, or you can that there is no end of this game you have to control a dinosaur to get more scores and win. Jumps over the obstacles to go further and set a high score. There are no cheats or computer help in this game of the endless struggles this is the offline game. People have made simple bots that time the player jump to beat the game. Tapping the player or pressing space launches the game in which the player controls a running dinosaur by tapping the screen or pressing space to avoid obstacles. When the player touches with any obstacle the game will end, and score will show on screen. Player will perform jump action to avoid touching the obstacle and to become the highest scorer of the game.

**Model:**

Bitmap model will use because over player image in PNG format.

Advantages of bitmap files include the following:

Bitmap files may be easily created from existing pixel data stored in an array in memory.

Retrieving pixel data stored in a bitmap file may often be accomplished by using a set of coordinates that allows the data to be conceptualized as a grid.

Pixel values may be modified individually or as large groups by altering a palette if present.

Bitmap files may translate well to dot-format output devices such as CRTs and printers.

Game Interface:

A picture containing text

Description automatically generated

In this interface there is no button when the player touch with any obstacle the game will end, and control will move on main screen. Main screen has following buttons:

Play Button.

Check Score Button.

Settings Button.

Back Button.

**Challenges:ha**

In game the most common challenge is to avoid obstacles. With time and moving the player onward the speed will increase, and number of obstacles will also increases and make the game environment more challenging.