**Self-Designed Game**

**Crazy Car Driving**

**Points to Remember:**

1. **Character (PC and NPC)**
2. **Story**
3. **Goal**
4. **Rules**
5. **Balance**
6. **Adaptivity**
7. **Chance vs Skills**

**Characters:**

1. **Player Car (select from 6 type of car)**
2. **Enemy Car (Randomly Run on Road)**

**Story:**

**To reach end point of road from the heavy traffic without accident.**

**Goal:**

**Avoid accidents.**

**Rules:**

1. **If player touch vehicle on road then accident take place.**
2. **Player get three chance to reach at end of road.**
3. **If accident take place distance starts from 0 and player lose 1 life.**
4. **Start of game player get one fuel tank which get empty after \_\_\_\_km.**
5. **During whole journey player goal is to avoid accident, collect fuel for drive more distance and oxygen cylinder to increase life.**
6. **If fuel reach to zero then you lost game and your one life is lost and you start from zero again and one fuel tank.**
7. **Total journey is of \_\_\_\_km.**
8. **After \_\_\_km you get surprise greeting & level get up.**