**About the game**

We are implementing a game called **“RoboRunne**r”.

Characters- Robot

Coins

Fuel

Roadblocks

Movements- Walk

Run

Jump

Stop

*Working*-

Robot runs through a stretch of field. There are road-blocks that he has to pass. He has to accumulate fuel to be able to keep walking through the race. The points on the race are incremented when robot collects the points while running in the race. Points are spread through the game.

There are a few blocks on the path. Robot can jump through the obstacles, stop in the race and wait for the obstacle to pass and run to complete the race early.

If robot has not accumulated enough fuel during the run, it falls and loses the race. It is a timed race. Also, if obstacles hit the robot, it dies.

*Implementation*-

1. Run through the game
2. Stop on obstacle
3. Collect points
4. Jump key interface
5. Run key interface
6. Walk key interface
7. Bend/Raise to take points
8. Stop the game if obstacle hits robot
9. Increment points when robot touches points
10. Decrement point if robot is not running or walking
11. UI should show the total points collected
12. UI should show the roadblocks jumping, that hits the robot
13. UI should show the time of run.