Self-Designed Game

Game elements

* Character

I playing characters – ball

II non – playing characters – log and box

* Story – ball moving from one log to another by the help of arrow keys and reaching to the main box
* Rules – ball should not fall on the ground
* Goal – reaching the box
* Chance – three
* Balance (it should be balanced not too hard not too easy)
* Feedback (giving stars and scores and a soothing sound )