Fall
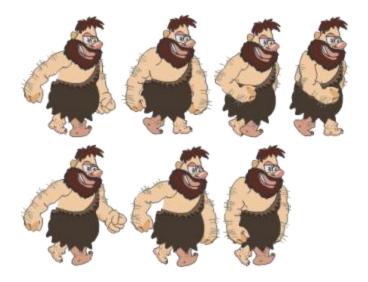
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Gameplay: It is a single player game where the player will go from one pad to another (you move the player using right and left arrow), it will collect coins and lives (max number of lives will be 2) and when it reaches a thorny pad then the player will die and the lives count will decrement. If the player has no more lives then you will be redirected to main menu where you can start another game, check the high score, check the coin high score, select the difficulty or quit.

THIS GAME WAS MAD USING LIBGDX

Characters: The Caveman – It's the only hero of this game. He has to jump from one pad to another collecting coins and increasing the score.

Mechanics: The game ends when the caveman has no more lives. He can jump as much as he want because the game has no end. He can move with the keys left arrow and right arrow.

Database: The database is made using JSON, and the data saved there it will be encrypted so that the user can not change the data.