```
┌──────────────┐        ┌──────────────┐        ┌──────────────┐
│  Start Level │ ─────→ │ Explore Area │ ─────→ │  Obstacles/  │
│              │        │              │        │    Enemy     │
└──────────────┘        └──────────────┘        └──────────────┘
                                                        │
                                                        ↓
┌──────────────┐        ┌──────────────┐        ┌──────────────┐
│  Gain Points │ ←───── │Collect Apples│ ←───── │ Jump or dodge│
└──────────────┘        └──────────────┘        └──────────────┘
       │
       ↓
┌──────────────┐        ┌──────────────┐
│  Unlock Exit │ ─────→ │  Next Level  │
└──────────────┘        └──────────────┘
```

I created this on figma

Basic Rules :

- The player has 3 hearts (health points)
- Falling or enemy hit = −1 heart
- Collect 5 coins to unlock the door
- If health = 0 → Game Over
- Reach door → Win level

Core Gameplay Loop :

Action → Feedback → Reward → Next Action

- **Action :** Player jumps over spikes or attacks enemy

- **Feedback :** Visual confirmation (heart lost / points gained)

- **Reward:** Apples to Unlock the door

- **Next Action:** Move forward to next challenge

The loop repeats until the level is complete.

Questions :

1) Player's Main Verb

>>> Jumping and Managing Risk

2) Win/Lose Condition

Win : Reach the exit with required Apples
 Lose : no heart left

3) Biggest Issue Found

>>> Jumping & camera

4) What Was Changed to Fix It

>>> Remove infinite jump
>>> Fixing camera when all apples are collected