**Team Member Names:** Joe Guarni and Peter Manniel

**Game Title:** Block Evader

**Initial Model:**

Block Class [Width, Height, Color, Type, Row, Column]

Evader Class [Color, Width, Length, Row, Column]

EvaderState Class[Block[], Evader, Speed, Score, Checkpoint, Row, Column]

**Significant modifications, how is your game different than the original game rules / model?**

Modifications:

* Three lives
* Checkpoints reached after 20 seconds
  + After reaching checkpoint, speed increases
  + After 3 lives are used, checkpoints reset
  + Every three checkpoints you receive another life
* Two buttons to avoid blocks
  + Jump
  + Slide

Scoring:

* Single player game
  + High score recorded
    - Number of seconds and checkpoints passed
* Game is reset when you run out of lives