**Game Title:** Block Evader

**Team**: Joe Guarni & Peter Manniel

**Summary:** The object of the game is to keep the evader from getting hit by blocks that are moving towards him. These blocks are randomly generated and continue to generate until the evader and a block collide. Checkpoints occur after every 60 points, which are accumulated after each block progression. After each checkpoint the speed of the blocks increase gradually and make the game more difficult. The evader must keep up and continue to jump over the blocks to stay alive. A collision of both the block and evader cause the game to end.

**Rules:**

1. The evader can jump only in the upward direction.
2. If the evader collides with a block the game is over.
3. Checkpoints occur every 60 seconds.
4. The game difficulty increases after each checkpoint.

