

Game name: "Flying Maple Leaf"

1. Game theme and background story

- Theme:

The game is set in autumn. Players need to control a red maple leaf to fly in the autumn wind, avoid falling to the ground, and accurately land on the moving red square, symbolizing that the leaf has completed an elegant landing.

- Background story:

Autumn has arrived, and the red maple leaf bids farewell to its mother tree and begins its last flying journey. Players need to help this maple leaf avoid the ground under the influence of the wind, and finally successfully land on the target (moving red square) to complete its mission.

2. Gameplay overview

1. Goal:

Players need to operate to prevent the maple leaf from falling to the ground and accurately land on the moving red square to win.

Once the maple leaf touches the ground, the game fails.

2. Operation method:

Press and hold the space bar to make the maple leaf rise.

After releasing the space bar, the maple leaf will gradually fall under the influence of gravity.

3. Game rules:

The game ends when the maple leaf stays on the ground for more than a certain time (1 second).

The player wins when the maple leaf falls on the moving red block.

The red block moves left and right at the bottom of the screen, increasing the difficulty of the challenge.

3. Game interface design

1. Background design:

An autumn scene, including:

- 1 Sunset and white clouds
- 2 Ground
- 3 Distant Mountain background

2. Main elements:

- 1 Protagonist: Maple leaf
- 2 Target: Red block
- 3 Ground

3. Interactive prompts:

When the game has not started: "Click to start the game" is displayed in the middle of the screen.

When the game ends or the player wins: The corresponding prompt text and the "Click to restart" button are displayed on the screen.