

Planning.

The goal of my game is to save the victim who is trapped in the elevator from falling and crashing. The elevator will go down with acceleration and when the SPACE on a keyboard is pressed, then the elevator will go up. Once the SPACE is released, the elevator will go down with acceleration once again. If the elevator hits the ground at too much speed, then it will crash and the victim will die, game will be over. If the elevator peacefully lands on the ground, then the character will survive, and the player will win!

Here is a low-fidelity prototype of the game:

