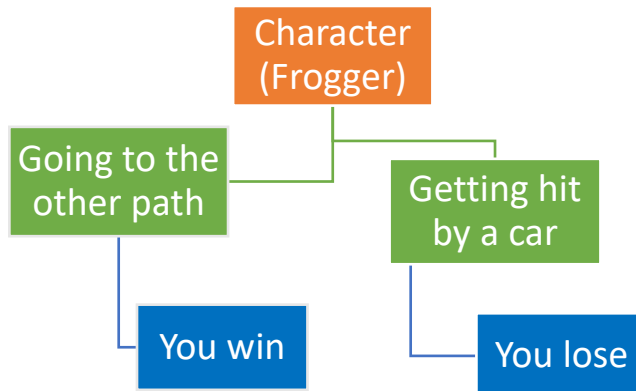


Prepare workspace and assets for game development.

- Target device
 - The target device is the PC. Because you need to move the character with the arrow keys.
- Gameplay Flowcharts



- Game Mechanic
 - The game mechanic of the character is to walk.
- Game Objectives
 - The objective is to walk to other side of the screen without getting hit by the cars
- Visual Assets
 - The Visual assets is in 2D
- UI Elements
 - The only UI element that I've only used is the score board which is in the top
- Game Scenes
 - There is only one game scene, the environment is set as a road