**Game elements**

1. Character
   1. Playing character – Girl
   2. Non-playing character – negativity and positivity
2. Goal – to have collect all the positivity
3. Rules
   1. When you click space key the girl should jump
   2. When Girl touches the negativity, the game will get over
   3. Girl has only one life
   4. When the girl touches the positivity, she earns points
   5. If the girl collects all the positivity, then she wins the game
4. Balance to the rules
   1. You can jump vs random appearance of negativity
5. Adaptivity
   1. The speed of the girl increases as the score increases
6. Elements of chances vs elements of skill
   1. Element of chances random movement of negativity
   2. Element of skill fast movement of keys
7. Feedback
   1. Score is a feedback
   2. Sound effects are feedback
8. Story
   1. The teenage girl is trying to go on a right path and trying to live a good life instead of choosing the wrong path with negativity.