

# Doughnut Rush

## **Introduction:**

Welcome to the Grab the Doughnut game. But beware to touch the rotten ones. You will see plenty of doughnuts randomly moving to and fro. The mission is to grab and basket all the similar flavor doughnuts in the given location. There will be chocolate, vanilla, Cinnamon Twist, Strawberry, Jelly with distinct color, Blueberry, Glazed and so on.

## **Aim:**

The only way to win the game, you must fetch all the similar kind of doughnuts in the directed baskets to gain desired points.

Beware of touching the rotten doughnuts. If you touch those then dirt will be passed to the other doughnuts if not visit the wash basin. So, the concept is if by mistake you touch the rotten doughnuts you must pay with your points to have your hands washed.

## **Penalty:**

Washing could cost some points in penalty. And if by chance a rotten piece is dragged to the basket the whole basket gets spoiled, thus zero returns from the collected doughnuts from for that basket.

## **Levels:**

In given time the levels go on. Failing to clear all the doughnuts in each level returns to the present level to restart the level.

## **Story:**

Story can be set either a whole personal collection of doughnuts in baskets or may be in a restaurant according to customers demand the desired number of doughnuts can be baked in given time. This can be modified and made more interesting.

## **Setting:**

The setting is very simple; start the game, choose the level (that are already unlocked), some background tone, level up tone, failure tone as well as screen color can be set.

## **Decoration:**

The graphic remains the same as we already made in our game engine.

**User friendly:**

This is very relaxing game, requires a level of focus but it goes up by the levels. It can be played in any circumstances whether during journey or relaxing around. Besides,

- Easily learned with little instruction
- Adaptable for players to perform unique moves in different ways
- Fun to watch for non-players