Elements of game design:

1. Characters (npc and pc)

-pc = main car

-npc = police car and other cars

1. Story

-just stolen something and being chased by police

-trying to get away

1. Goal

-to get away without being caught

-collect as many coins as possible

1. Rules

-other cars coming towards main character

-character has to get coins and magnets

1. Balance

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1. Adaptivity

-as game goes on the other cars coming towards the car increases

1. Feedback

-timer

-score of coins collected

1. Chance vs skill

-you don’t know where the other cars and coins are going to be

-you have to be fast to move