

“Touch the Gold”

The main part of “Touch the Gold” is to touch the gold by head as much as possible when playing the whole game. The levels are very creatively designed, with nice layouts, like forest scenes, red rock scenes, grasslands scenes, etc. Players can get a totally different experience when they go through different levels.

For the opportunity, although “Touch the Gold” has introduced a free-form exploration mechanism, further expansion into a full open world might bring players a whole new experience and stimulate their desire to explore. **In the third level, the player would drop from the ground when they walk on the marshes and the game is over.**

For better game experience, I would design the marshes as a restart scenario. When the player drop for several seconds, the game would restart automatically. And for calculating the gold been touched, a counter would be designed. And to enhance gameplay excitement and player reflexes, a timepiece would be set, starting from 60 seconds. When time is up, the game would end automatically.