**“Touch the Gold”**

The main part of “Touch the Gold” is to touch the gold by head as much as possible

when playing the whold 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 fto enhance

gameplay excitement and player reflexes, a timepiece would be set, starting from 60

seconds. When time is up, the game would end automatically

Firstly, I changed the display format of the gold. When the player touches the bottom of the gold block, a gold coin will pops up and the block will be destoried.

Additionally, a sound was added to increase the pleasure of the game.

And in the third scene, the second gold block is moving virtically. Players need to find the right time to jump and hit the block.

Also, the road is splited into two segments, players need to be very careful not to push the box off the cliff.