TITLE:

PLATFORM: VISUAL STUDIO CODE

CHARACTERS:

1. PC- Hannah

2. NPC- Computer controlled logs

STORY: As the player climbs up the logs, she wants to collect as much treasure as possible.

GOAL: To collect the final reward at the top.

RULES: Use arrow keys to jump up at the right time.

You have 3 lives. For each time you miss a log one life gets reduced. When all 3 lives are used your game is over. But if you can reach the top and collect the reward without using all 3 lives , you have won.

ADAPTIVITY: Speed of logs increase with each two levels.

FEEDBACK: Sound effects,

1. jump

2. collect treasure

3. fall down

4. game over

SCORES:

Increase score for all treasures collected. Boost in score when final reward is taken.

CHANCE VS SKILL:

3 chances , skill-jump at the right time.

BALANCE:

Lots of treasure , but speed keeps increasing.