

The game consists of a character standing on the ground that has to avoid fire balls falling from the sky.

The followings are the features of the character:

- is able to jump and move in both directions
- has a certain amount of lives
- once all lives are terminated the game is over
- can shoot different types of projectiles to destroy the fire balls before hitting the ground

The followings are the features of the fire balls:

- they fall from a random position of the x-coordinate and from the same height
- some of them make a damage of only one life
- other ones inflict more damage
- the speed may differ from one ball to another
- once they hit a surface they disappear

Other implementations of the game would consist of armours falling down which the character can wear to defend himself and which would not cause any damage to the player in case of a collision with a fire ball.

Different types of collectibles will be available to accumulate to step into the next level of the game.