**Game Title**  
***Run to live***

**Short Description**

*The emphasis of the game is on police running behind a thief i.e. our central character and the thief has to cross hurdles in its way and collect money for his survival.*

**Game Type/Genre**  
*Adventure and First Person Role Playing Game*

**Scenario**

*The main aim of the game is to let the player experience the unreal life of theft and running away from cop. Real world cannot provide such experience where you can break rules and have powers like jumping and running fast likes superheroes.*

*The game provides user challenging situations and hurdles to overcome during the journey.*

**Long description**

* Our game is combination of Adventure and Role Play
* We have used eve model as our main character
* The challenge of the game is to collect maximum coins at same time avoiding obstacles in our case police van and other cars in the path.
* The catch in the game is to survive the chasing cop who is constantly following our character.
* Environment of the game is city with various combination of buildings and gardens, restaurants, cars etc. the environment of the game provides the user nice experience and path directions.
* The player has to collect coins during the journey at the same time avoiding the obstacles like cars and jeeps and other collide able objects so that his health did not decrease as well as he is not caught by the cop.
* Jump method is also available for the player so that he can avoid the incoming cars.
* The catch of the game is to learn efficient handling as well as avoiding obstacles.

**Game System**

*The world is a 3D map having different buildings and townhouse and randomly moving collide able vehicles.*

*Characters of the Game*

* *Player (Eve)*
* *Items like Coins and Magnet*
* *Coins*
* *The police van chasing the central character*
* *Misc. like vehicles and airplanes*

**Game Play**

*Describe the mechanics of how the player actually plays the game; include a subsection describing the user controls and how these relate to user actions (keyobard/gamepad controls).*

* *No restriction in choosing paths as he has to live and wherever he goes to escape is fine*
* *Collect coins and increase your money*
* *Various cars are randomly moving to create obstacles*
* *Avoid collisions with cars and save your health*
* *Use jump to avoid car collisions*
* *Gain coins to increase player money collection*
* *Total lives are approximately 7 to 8 as per its collisions with cars. So player gets a total of 7 chances in one game.*
* *Run continuously as you are being chased by the cop. Don’t stop.*

*Game Over /Win*

* *Collect as many coins before you are dead.*
* *Game over when player health becomes zero.*
* *Maximum coins have been collected by the thief.*
* *Goals can be as follows*

*Learning For player*

* *Use of super powers and jumping capabilities which is otherwise not possible in real world.*
* *Learning of driving skills.*
* *Player learns about the importance of life insurance and money saving*
* *Adventure while playing and avoiding obstacles*

**Track Map***Game Environment*

*3D place can be a garden, roads and combination of buildings and vehicles.*

**Title and Information Screens**  
*Pages for the game*

* *the title page*
* *the end game page*
* *the help page*
* *high score display*
* *options for restart, pause, and quit*

**Software’s Used:**

*The game is*

**AMIT AGARWAL – 201101089**

**RAJESH GAUR – 201101104**

**VIKRAMADITYA KOKIL – 201101103**