Size-Up

                            Company:The Two dUmBuMbS By Kendall Manning and Wahed Rafiqi

2) What is the objective of the game?

The objective of our game “Size-Up”:

Our hero Pakku, will have to eat as many fruits as possible to grow.

He will be having enemies who are larger than him chasing him.

Once he is bigger than specific enemies, he will be able to eat them and get a double boost.

Every level the enemies get larger than the level before.

3) Describe the type of game. Is it a side scroller game? fighting game? shooter game?

Our game is mostly an escape/attack game.In our game it consists of strategy timing and a lot of patience.You will have to be able to escape your enemies and catch as many boost points as possible where you can go fast and hope to escape ur enemies fast.

4) Describe how the player will interact with your game. Mouse, Keyboard, Both?

Our player will interact with our game by using a keyboard.

5) What are some of the challenges / obstacles in the game?

Some challenges in the game are the big enemies that will be chasing Pakku.

6) How do you win? How do you lose?

To win the game you must not get eaten by the enemies and collect fruits.To lose the game you need to be eaten and not collect much fruits.