

Ideas for your game

- Enemies on paths
- Clear objectives - how do you win?
- Rewards and points
- It should be possible to win and lose
- Is it too easy/hard to win?
- Changing the camera angles in the game
- Adding background music
- Changing the sky colour
- Adding actions at different times within the game, e.g. sky changes colour every 20 seconds.
- Add speech to some characters
- Use speech for helpful hints within the game
- Sound effects for rewards and
- punishments
- Score and lose points
- Different things happen when on different types of ground/water, e.g. slow down/speed up (MarioKart)
- A clear storyline
- Anything else you can think of!