Game Design Document

Fill up the following document

1. Write the title of your project.
2. What is the goal of the game?

The goal of the player is to collect the treasure to get more money to become rich and he has to avoid obstacle.

1. Write a brief story of your game.

This game will be having city background. The player will be trying to catch the treasure with is fille with gold, coins , etc. She should avoid the obstacles orelse the game will come to an end. There will be a finishing line . the scores of the player will be in the top left corner to see how much treasure is there with her. The spacality of the player is that she can jump.

1. Which are the playing characters of this game?

* Playing characters are the ones who respond to the user based on the input from the user.
* Cars, monkeys, dinos, wizards, etc., are the playing characters in the game.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Human (girl) | She can run and jump |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. Which are the Non-Playing Characters of this game?

* Non-Playing characters are the ones that don't have an action or behavior when the user interacts with the game.
* Hurdles, stones, bananas, coins, etc., are non-playing characters in the game.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | background | City scnerio |
| 2 | Treasure(coins, gold) |  |
| 3 | obsticle |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

Draw your imagination of this game. What does this game look like?

* Draw the game either on your computer or on paper.
* Add images of the game scenes to show each of the playing and non-playing characters at least once.

How do you plan to make your game engaging?