Game Design Document
Fill up the following document

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1. Write the title of your project.

SwordRun The Warrior

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2. What is the goal of the game?

   You have kill and reach to the Castle

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3. Write a brief story of your game.

   There is a boy who is a warrior and he have to protect his castle but one day he gone to his house when he was going to castle and he notised that a big group of aliens have attacked on the castle and their gards is suspended on the castle's road towards the castle Form the warrior's house and he have to reach to caslte to protect the king

4. 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	Warrior	Who can kill and jump and can eat food

6. 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	Food	Give energy to warrior
2	crackets	This one can kill warrior by touching him
3	Rods	This one is obstacles
4	lava	Can kill warrior
5	water	This can drown warrior
6	jusie	This one can give only damage to warrior

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.

This is the warrior

How do you plan to make your game engaging?

I have planed that I will give some chances and challenges and sound ,levels 1,2 is the last level this things will make game more attractive