Game Design Document

Fill up the Following document

* Write the title of your project.

Car Frenzy

* What is the goal of the game?

To park the car in the open spot.

* Write a brief story of your game?

There are a few parking spots most of them are blocked and the player has to find his own way to get past the blockage and park safely in the last parking spot remaining.

* Which are the playing characters of this game?
* Playing characters are the ones which 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 | Car 1 | The car that the player controls. |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

* Which are the Non Playing Characters of this game?
* Non Playing characters are the ones which don't have an action or a behaviour 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 | Trees | They will be scattered around and they will be used to block certain areas where you wont be able to move. |
| 2 | Parking spot | This spot is used as a place to park your car and ur car can onlu go in it one way. |
| 3 |  |  |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.



How do you plan to make your game engaging?

By making it very colorful and making trees and cars different sizes.