Game Design Document

Fill up the following document

* Write the title of your project.

Burger Man

* What is the goal of the game?

The goal of the game is to kill all of the vegetables and collect all 33 french fries, soda, and etc. to win the game

* Write a brief story of your game.

Burger Man was exiled to the Land of the Veggies by his tyrannical cousin, Flying Dutchman. In order to escape his exile he must collect all of the junk food located around the map of Veggie Land. However, he must'nt die to the evil veggies.

* 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.

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| Number | Character Name | What can this character do? |
| 1 | Burger Man | Burger Man is a burger which can shoot meat patties and use a french fry like a sword. |

* 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.

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| Number | Character Name | What can this character do? |
| 1 | Junk Food | The junk food must be collected by Burger Man to complete his mission. |
| 2 | French Fries | This must be picked up by Burger Man, and used like a "sword" to attack the enemies. |
| 3 | Meat Patties | This must be picked up by Burger Man, and used like a "rock/stone" to be thrown at the enemies. |
| 4 | Veggies | These are the sworn enemies of Burger Man and are trying to kill him, they can use meelee attacks |
| 5 | Fruits | These are enemies of Burger Man, however they can use "bow" attacks using their seeds |
| 6 | Veggie Boss #1 | This is the veggie boss and has the same attacks as the Veggies, however, he does more damage, and his size is enlarged |
| 7 | Fruit Boss #2 | This is the fruit boss and has the same attacks as the Fruits, however, he does more damage, and his size is enlarged. |
| 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?

I plan to make the game engaging by making it increase in difficulty and have various complexities.