Game Design Document

Fill up the Following document

1. Write the title of your project.

MAN IN THE JUNGLE.

1. What is the goal of the game?

TO REACH THE END OF THE JUNGLE.

1. Write a brief story of your game?

A MAN WITH A GUN HAS ENTERED THE JUNGLE TO HUNT ANIMALS FOR HIS DINNER. SUDDENLY METEROIDS FALLING DOWN ON THE EARTH. THE MAN WITH GREAT COURAGE FIGHTS FOR HIS DINNER.

1. 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 | A MAN | SHOOTING ANIMALS FOR HIS DINNER |
| 2 | - | - |
| 3 | - | - |
| 4 | - | - |
| 5 | - | - |
| 6 | - | - |
| 7 | - | - |
| 8 | - | - |

1. 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 | ANIMALS | MAN’S FOOD |
| 2 | COINS | MONEY TO COLLECT POINTS |
| 3 | METEROIDS | ARE RANDO LY TRYING TO INJURED THE MAN |
| 4 | BACKGROUND | BALANCES THE GAME |
| 5 | GROUND | SUPPORTS THE PLAYER WHEN HE IS ON A RUN |
| 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?

AFTER YOU CROSS 50 POINTS THEN A MESSAGE POPS UP “GOOD”. AFTER 150 POINTS ANOTHER MESSAGE POPS UP “AMAZING”.