Game Design Document

Fill up the following document

1. Write the title of your project.

Rabbit on the Run!

1. What is the goal of the game?

Earn as much points as possible, without colliding with the obstacles.

1. Write a brief story of your game.

A rabbit is hungry and goes to the ocean to search for food, however, there’s obstacles in the way! Luckily, you have 3 lives, but once you’ve used them all up, that’s when the game ends. Can you help the rabbit?

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 | Rabbit | Move left and right |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

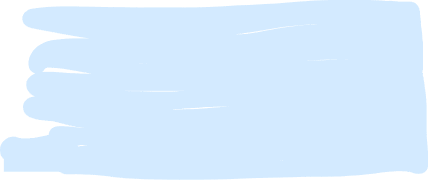
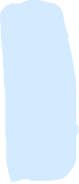
1. Which are the Non-Playing Characters of this game?

* 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 | Rock, flower, shrub | Obstacles, they make the rabbit lose a life |
| 2 | Milk, carrot | Obstacles, but they make the rabbit earn points |
| 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 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?

To make it look nice, and to also increase the speed of the obstables whenever the player gets more points