Game Design Document

Fill up the Following document

1. Write the title of your project?

Reach to the moon

1. What is the goal of the game?

Reach to the moon

1. Write a brief story of your game?

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: Starting with the man whose dream is to reach to the moon.

To fulfill his dream he completed his studies and trying to reach the

Moon.

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 | man | Move as the user wants |
| 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 | rocket | Move upwards |
| 2 | ground | Move continuously |
| 3 | background | Move continuously |
| 4 | Moon surface | Move continuously |
| 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?

: To keep going by rewarding both small and big accomplishments.

:Make it social.

:Give people the opportunity to share their accomplishments, so we can add significance to their acheivements.