[Game Design Document](Game%20Design%20Document)

Fill up the Following document

1. Write the title of your project.

Robo surfers

1. What is the goal of the game?

to get as much score as possible,to collect extra score objects

1. Write a brief story of your game?

**run for your life and make the city a calm place**

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 | alien | Move,jump |
| 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 | ostacles | Take the life of player |
| 2 |  |  |
| 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?

1. power up for player , player touches the power up velocity of the player increases automatically stops at a 1000nd framecount , spawns after every 5000 framecount

increase the velocity of ground at a frequent rate , spawn extra obstacles take all the lives of player

score, power ups ,instructions and rules in the first screen, start and a restart button