Game Design Document

Fill up the following document

1. Write the title of your project.

The desert journey

1. What is the goal of the game?

The ultimate goal of the game is to reach till the end safely

1. Write a brief story of your game.

A boy name tom has lost in a desert. He should reach his home safely. There are some obstacles coming and you have to be safe from it otherwise you can lose the game. Try your best!!!!

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 | hot air balloon with tom | the balloon will fly taking tom safely to his house |
| 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 |  |  |
| 2 |  |  |
| 3 | bird | Will fly |
| 4 | poles | they will be obstacles |
| 5 | buildings | they will be obstacles |
| 6 | parachutes | they will be obstacles |
| 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?

As scores increase the speed will also increase and there will be many obstacles coming.