Game Design Document

Fill up the following document

1. Write the title of your project.

RUN JONES RUN!

1. What is the goal of the game?

* Coins
* Shoot the obstacles
* Protect himself from creatures
* Collecting power-ups

1. Write a brief story of your game.

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.

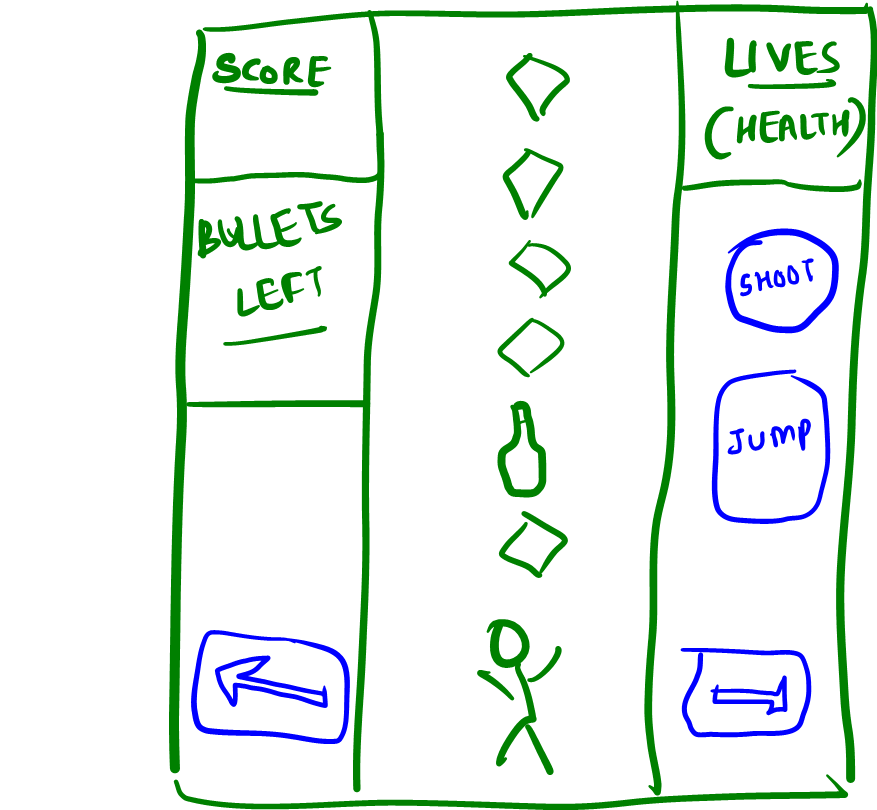
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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Sheriff Jones | Run, and Run and … Run |

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.
* 

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?

-Levels

-Speed

-Different Obstacles