Game Design Document

Fill up the following document

1. Write the title of your project.

Monkey Catchers

1. What is the goal of the game?

Outlast your oponent and catch more bananas

1. Write a brief story of your game.

Try to outlast your fellow monkey and catch more bananas than them in the alloted amount of time. Just try not to catch any posinous berries because they can make you lose a life.

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 | Monkey 1 | Catch Bananas and move around |
| 2 | Monkey 2 | Catch Bananas and move around |
| 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 | Bananas | Fall down and be caught by the monkeys. Makes them gain points. |
| 2 | Posinous Berries | Fall down and be caught by the monkeys. If caught, makes them lose life |
| 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?

There are two players competing at a time, so the compettitiveness is there, which makes the game engaging. Plus, there is only a certain amount of time available, so there is an urgency to do better than your last score too.