Game Design Document
Fill up the following document

1. Write the title of your project.
   Dino jump

2. What is the goal of the game?
   To reach the finish line before other dino

3. Write a brief story of your game.
   The dinos are racing to the fish line before the meteor hits but only one can reach the finish line

4. 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	dino	Run and jump
2		
3		
4		
5		
6		
7		
8		

6. 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	cactus	
2	Bird	
3	car	
4	Shrub	
5	Dino meat	
6	Coins	
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?

Catchy name ,different stages and unlockable dinos.