Game Design Document

Fill up the Following document

* Write the title of your project.

\*Tease Your Brain

* What is the goal of the game?

The goal of the game is to make the user happy and to utilised the game in efficient way.

* Write a brief story of your game?

The player controls the zeus and he want to cover the free area with the buttons to won this Game.

The player will play the game with the buttons (Left,Right,Up,Down).

* 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 | zeus | he can move UP,Down,Left,Right |

* 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 | obstacle | It can stop the player |

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?

I will add sound,level,intresting character animation.