Game Design Document

Fill up the following document

1. Write the title of your project.

Thief Runner

1. What is the goal of the game?

To run

1. Write a brief story of your game.

This is a multiplayer game in whch there are players or users who run from the police . while they are running they face some obstacles in their way .if one of the players is not able to continue his run against the poilce , they game gets over . The winner of the game will depend upon the player who has not stop running whether it is player1 or player2

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 | Abhishek | Run & Jump |
| 2 | Divyansh | Run & Jump |
| 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 | Obstacles |  |
| 2 | Police Officers |  |
| 3 | Score |  |
| 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?

By forwarding it to my friends. By increasing the difficulty level as the game proceeds over time.