

Game Design Document

Fill up the following document

1. Write the title of your project.

Save The Dragon

2. What is the goal of the game?

Press space bar to jump and do not hit the obstacles.

3. Write a brief story of your game.

There is a baby of a dragon. He is scared of fire. One night, it was going to his grandmother's house. He was crossing the jungle but there were fire at several places. You have to save him and help him to reach its grandmother's house.

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	Dragon	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	Red Fire	Kill the dragon
2	Blue Fire	Kill the dragon
3	Clouds	Can move in the sky to make the background scarier.
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?

As the score increases, the speed of the dragon will also increase. The background music, jump sound and the die sound will devolope the interest of the player.
