Game Design Document

Fill up the following document

1. Write the title of your project.

Amazed Boy

1. What is the goal of the game?

To Collet Coins and Dog The Obsticales

1. Write a brief story of your game.

A Poor Boy was Kicked Out Of His House So He decided to be rich so he started going to the mountains to collet coins bu while colleting the coins he had to doge the obsticales the obsticales where the rocks

So he trained hard to collet the coins and he was succesfuly to be a

Rick that why we call him the Amazed Boy.

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 | The Boy | Collect coins and doge the obsticacles |
| 2 |  |  |
| 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 | The Rock | The Rocks are falling down the mountains so it has to hit the boy |
| 2 | The Coins | The coins are the Money it is falling from the sky |
| 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?

By Making The Game easy but also difficult as the playes score is going high and giving the game sounds animations to make the game more attrative