Game Design Document

Fill up the following document

1. Write the title of your project.

Collect the coins.

1. What is the goal of the game?

To collect the coins and not get caught by the two monsters.

1. Write a brief story of your game.

There is this mystical land were a boy needs to collect coins, for every coin he earns 1 point. However, this mystical land is gaurded by 2 monsters who are always on move. The boy has 3 lives but if he gets caught by any monster he will lose a life and the game will end once all his three lives are lost.

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 | Player | Collects coins and prevents to get cought by the monsters. |
| 2 | Monster1 | Tries to catch the boy and makes the boy lose a life. |
| 3 | Monster2 | Tries to catch the boy and makes the boy lose a life. |
| 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 | Background | Adds to the feel of the game. |
| 2 | Coins | Need to be collected and increase the points of the boy. |
| 3 | Gameover | This is shown when the boy loses all of his lives. |
| 4 | Restart | When you want to play the game again press this button. |
| 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?