Game Design Document

Fill up the following document

1. Write the title of your project.

* OSU!

1. What is the goal of the game?

* Completing beatmaps with the highest scores

1. Write a brief story of your game.

* None

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 | pointer | Follows your mouse point |
| 2 | circle |  |
| 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 | circle | Spawns constantly (player has to click them in an order) |
| 2 | slider | Similar to the circle but user needs to click and drag the slider to certain point |
| 3 | spinner | Spawns a roulette that checks how fast user can spin their pointer |
| 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.

My game will have a video playng in the background other than that most of the screen will be occupied by the keys aka circles

How do you plan to make your game engaging?