Game Design Document

Fill up the Following document

1. Write the title of your project.

Nom Nom Llama

1. What is the goal of the game?

To collect (eat) as much veggies as you can.

1. Write a brief story of your game?

Llama is very hungry so she decided to go look for food. But when she found food, she saw that there was a lot of it. So she decided to try to eat a cake but she got sick. But when she ate an apple, she felt better. So she made this game to show other Llamas what would happen if they ate the wrong type of food.

1. Which are the playing characters of this game?

* Playing characters are the ones which respond to the user based on the input from the user
* Cars, monkeys, dinos, wizards etc, are the playing characters in the game.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Llama | Can eat the healthy food, gets sick from the unhealthy food. |

1. Which are the Non Playing Characters of this game?

* Non Playing characters are the ones which don't have an action or a behaviour when the user interacts with the game.
* Hurdles, stones, bananas, coins, etc are non playing characters in the game.

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| Number | Character Name | What can this character do? |
| 1 | Healthy Food | Can cure Llama when sick, speeds the game up. |
| 2 | Unhealthy Food | Makes Llama sick, slows down the game. |

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 scenes of the game to show each of the playing and non-playing characters at least once.

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How do you plan to make your game engaging?

When you eat unhealthy food, you slow down and get diabetes. If you eat unhealthy food again after that, you die. When you eat healthy food the game will speed up. Maybe some of the unhealthy food will be disguised as healthy food (candy apples etc.).