Game Design Document

Fill up the following document

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1. Write the title of your project.

Cheetah Runner Game

1. What is the goal of the game?

The cheetah in the game is running and should overcome the obstacles.

1. Write a brief story of your game.

I once saw on TV that a cheetah was out for hunting a prey. For doing so, the cheetah was running extremely fast and overcame all the obstacles in this way. Inspired by this, I decided to create a game which consisted of a wild cheetah who is running in a jungle in search of a prey and has to overcome several wild obstacles before reaching the hunting ground.

I have the cheetah as the PC and the obstacles in the game as NPCs and this will be created in VS Code using p5.play.js library.

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 |  |  |
| 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 |  |  |
| 2 |  |  |
| 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?