Game Design Document

Fill up the Following document

1. Write the title of your project.

The Clock

1. What is the goal of the game?

The goal of the game is to teach people to read time in an analog watch

1. Write a brief story of your game?

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.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | NaN |  |
| 2 | Nan |  |
| 3 | Nan |  |
| 4 | Nan |  |
| 5 | Nan |  |
| 6 | Nan |  |
| 7 | Nan |  |
| 8 | Nan |  |

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.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Second Hand | Show seconds |
| 2 | Minute Hand | Show minutes |
| 3 | Hour hand | Show hours |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

This game contains an analog clock watch at the middle of the screen

And shows the time which the player could read it if he/she learns to read time in analog watch

How do you plan to make your game engaging?

I plan to make this game engaging by making the player use his time to learn to read time