Game Design Document

Fill up the Following document

1. Write the title of your project.

Find The Charger

1. What is the goal of the game?

A iPhone device has to get a charger before his battery dies

1. Write a brief story of your game?

In a world of animated-inanimated objects iPhone is trying to get his charger because he forgot his battery is dangerously low

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 | iPhone | Run around and jump |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

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 | Android device | Damage the iPhone and lower his battery |
| 2 | Other random miscellaneous objects | Nothing really, just living their daytoday life |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

I had to draw it digitally.

Diagram

Description automatically generated

How do you plan to make your game engaging?

The enemys(the android OS devices) and other obstacles like walls and stuff