Game Design Document

Fill up the following document

* Write the title of your project.

The Opest Car Racing Game Ever Made

* What is the goal of the game?
* Write a brief story of your game.

There Is A Accelerator Which Moves The Car Forwards

The Brake Moves The Car Backwards and Stops The Car

The is A Car

A Player

A Road

Clouds

Coins

* 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 | There Is A Accelerator | Which Moves The Car Forwards |
| 2 | The Brake | Moves The Car Backwards and Stops The Car |
| 3 | The is A Car | Car Moves |
| 4 | Road | Auto Scorolling |
| 5 | Clouds | Moving Clouds |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

* 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 | Coins | Auto Apearing |
| 2 | Clouds | Moving Clouds |
| 3 | Road | Auto Scorolling |
| 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?