Game Design Document

Fill up the Following document

1. Write the title of your project.

Ans: Fix it Yourself

1. What is the goal of the app?

Ans:To help people to overcome their problems by knowing how to fix the thin

1. Write a brief story of your app?

Ans: One day a child named Dhruv brought a book named how to do just about any thing he got inspired with that book and thought of making an app which wolud help the people to fix their things. So can You help Dhruv to make his app?

1. Draw your imagination of this app. 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.

Ans: The first page of my app is an index which contains the alphabets by clicking on any alphabet you will be getting a subpage containing the index of that particular page 📃 by clicking on any topin in the page you will the solution to resolve your problem.

1. How do you plan to make your game engaging?

Ans: This app helps in people who are not able to fix their things and call a mechanic to do those activities. The main goal is to help people with their day-to-day problems and dealing them with some prevention because prevention is better than to cure.