***GAME DESIGN DOCUMENT***

***1*. *TITLE OF THE PROJECT***

*\*Minion\**

*THE ENDLESS RUNNER*

***2. GOAL OF THE GAME***

*Scoring is the goal on the game*

1. ***BREIF STORY OF THE GAME***

*Basically it would be and endless runner game..*

*There are 2 characters in my game* ***1st MINION , 2nd ZOMBIE***

*zombie will run behind minion contunusly...And the obstacle would be*

*a stone and as your score will increase by 100 the speed of game will*

*also increase..... the goal of game is Scoring.. This is my game*

***MINION -THE ENDLESS RUNNER-***

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.*

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| --- | --- | --- |
| *Number* | *Character Name* | *What can this character do?* |
| *1* | *STONE* | *Stone comes between when the minion is running* |
| *2* | *SPEED* | *As the score of game is increasing the speed of game is increasing* |