Game Design Document

Fill up the Following document

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1. What is the goal of the game?

Ans:- **To move through the tubes without touching the tubes.**

2. Write a brief story of your game?

**Ans:- There is a man who is flying a plane in the sky. After a period of time the man sees a number of tubes coming towards him. He somehow managed to escape. When he was relaxing in the afternoon, an idea came to his mind. He wants a game to be made, so that others’ who are playing this game can come to know about the incident...**

3. 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** | **Plane** | **Can be lifted by the UP\_ARROW key and the LEFT\_ARROW key.** |

5. 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** | **Tube1** | **Stands up in the sky.** |
| **2** | **Tube2** | **Stands down in the sky.** |

Draw your imagination of this game. What does this game look like?

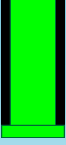
● Draw the game either on your computer or on paper,

● Add images of scenes of the game to show each of the playing and non-playing characters at least once.

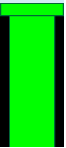
**Ans:- Plane 👇**

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**Tube1 👇**

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**Tube2 👇**

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

**Ans:- By adding sounds.**