Game Design Document

Fill up the following document

1. Write the title of your project.

Speed Rally

1. What is the goal of the game?

The goal of this game is to race other cars and reach the finish line.

1. Write a brief story of your game.

If the PlayerCharacter(car), hits any other NPC(cars) the PC will blow up isntantly. There is also obstacles to stop cars.There is also a pickup item called Immunity that can protect the car from blowing up for a few seconds.

1. 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 | Main Car | This character can be moved by the player and |
| 2 |  | Roams around randomly in track |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

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.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | NPC cars | Roams around randomly in track |
| 2 | people | Chear for cars |
| 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 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?

Add more levels and pickup coins like speed and magnet to collect the coins.