Game Design Document

Fill up the Following document

• Write the title of your project.

Piano Tiles

• What is the goal of the game?

• Tap on tiles

• Write a brief story of your game?

N/A

• 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 Tiles

Tiles

Be pressed on/move

2

3

4

5

6

7

8

•

• 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 Background

Anime

Inspire the player :D

2

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

Looks like original piano tiles game, sorry my computer can’t take screenshots.

How do you plan to make your game engaging?

As time goes by the tiles will speed up, make the scenery engaging