Game Design Document

Fill up the following document

1. Write the title of your project.

Hop or Drop

1. What is the goal of the game?

The goal of the game is to go the farthest in the hopscotch game

1. Write a brief story of your game.

At recess, everyone crowds around to watch the kids battle at hopscotch. Let’s see if you can beat your opponents!

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 | Kids | They can jump on the squares |
| 2 |  |  |
| 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 | sidewalk | Area for the squares |
| 2 | squares | Used to jump on |
| 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.

A white board with writing on it

Description automatically generated with medium confidence

How do you plan to make your game engaging?

I can make the game engaging by increasing the speed so that the player nevver gets bored. I can also add sound effects to help set the mood