

# Game Design Document

Fill up the following document

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1. Write the title of your project.

Time to Run

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2. What is the goal of the game?

To reach the chest and open it first

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3. Write a brief story of your game.

You are stuck in a world where only one of you can get out, so the

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person who gets to the end first without getting attacked will be able

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to escape this world. To win u have to collect three keys in your

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journey of escaping then only you will be able to unlock the huge

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portal to your world.

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4. 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	Player 1	Can Run, avoid the obstacles, collect keys and unlock the portal
2	Player 2	Can Run, avoid the obstacles, collect keys and unlock the portal

5. 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	Obstacles	Distracts the players, makes it challenging to run easily
2	Keys	Can be found in the game track to be collected and is used to win the game.
3	Energy drinks	To be collected by the players, increase their energy level

4	Energy level bar	Decreases every 10 seconds played in the game and can be increased with energy drinks. If energy level is 0 the game is over.
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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?

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