Game Design Document

Fill up the following document

1. Write the title of your project.

Mr. Toad’s Quest

1. What is the goal of the game?

The goal of the game is for Mr. Toad to jump from lotus flower to lotus flower to get some flies without getting eaten by the crocodiles.

1. Write a brief story of your game.

One day, Mr. Toad and his family were going for a walk and some fog came along. Mr. Toad got separated from his family due to the fog and was lost for several hours. In those hours, he got hungry and started eating some flies, but little did he know that he was on crocodile’s territory. So, he tries to make a run from the crocodiles while, also, eating as many flies as he can.

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 | Frog | Jump |
| 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 | Lotus flower | Is there for the frog to jump on. |
| 2 | Crocodile | Crocodile eats the frog. |
| 3 | Flies | For frog to eat. |
| 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.

The below image is a **ROUGH DRAFT** of how I want my game to look like.

A picture containing background pattern

Description automatically generated

How do you plan to make your game engaging?

I plan on making my game more engaging by:

- Making the lotus flowers pop up randomly

- Making the frog jump using the space key

- Increasing the speed of the game