Game Design Document

Fill up the following document

1. Write the title of your project.

Marathon runner game (By Harshit)

1. What is the goal of the game?

The goal of my game is to collect all the gold coins without touching the obstacles like TREES , MONKEYS , LIONS and reach the end point .

1. Write a brief story of your game.

The player should collect all the gold coins in the jungle without touching the obstacles like TREES , MONKEY , LION ,etc if the player manage’s to reach the end point winnes the game. The speed of the game increases as the player collects the coins also the no. of obstacles increases each time . if the player collect 100 coins everytime he get’s a speed booster which will help him to fly in air for few seconds.when the player finishes the game , he should be promoted to the next level with a new map(background) and with new obstacles , The sound music should be changed as the map changes . if the player touches the obstacle he gets a chance to continue by paying 20 coins everytime else he has to start the game again from the starting point.

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 |  |  |
| 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 |  |  |
| 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 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?