Game Design Document

Fill up the following document

1. Write the title of your project.

BallRamper

1. What is the goal of the game?

Land in the target box

1. Write a brief story of your game.

There’s a ball on a ramp using the arrow keys you can roll it on the ramp and try to make it land on the target box.

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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Ball | Use the ramp to accelerate |

1. Which are the Non-Playing Characters of this game?

* Non-Playing characters are the ones that don't have an action or behaviour when the user interacts with the game.
* Hurdles, stones, bananas, coins, etc., are non-playing characters in the game.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Target Box | The goal of the player |
| 2 | Ramp | Accelerate the ball |
| 3 | Obstacles | This makes it hard |

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?

Add Booster(nitro) and make the ball uncontrollable(except the booster) after it crosses the ramp, levels, obstacles, score etc.