Game Design Document

Fill up the following document

1. Write the title of your project.

Adventure of I-REX

1. What is the goal of the game?

The main purpose of the game is to create a sense of excitiement and suspense in the minds of the users.

1. Write a brief story of your game.

Basically it is the time of the end of dinasours period. There is hustle and bustle everywhere. Dinasours are running to protect their lives. At that time a young immature dinasour/T-Rex named as I-REX is running to save his life. This is a game potrating adventures of this young dinasour who is fighting away to save his life by stumbling upon different terrons and managing to move out from this situation.

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 | I-REX | He can run away from obstacles. |
| 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 | Obstacles | End the game of I-REX |
| 2 | Trees | End the game of I-REX |
| 3 | Bushes | End the game of I-REX |
| 4 | Debres | End the game of I-REX |
| 5 | Other dinasours | End the game of I-REX |
| 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?

By adding scores,coins , obstcales and many more things