Game Design Document

Fill up the following document

1. Write the title of your project.

Joomaji

1. What is the goal of the game?

It’s to fun from the boss and collect coins and gain XP

1. Write a brief story of your game.

There once was a monster that would live nicely when once suddenly a small rat came up to him asking to be his roommate and the monster was angry. So he started chasing after the mouse and that’s how the game started.

(there is no ending).

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 | Monster | Run so fast like a 10000000000 km//h |
| 2 | Mouse | He could run too but not as fast as the monster but he is so much smarter than the monster |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

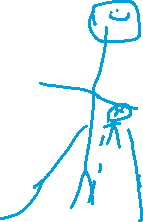
1. Which are the Non-Playing Characters of this game?

* 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 | KFC cheeseburger with double patty | Gives energy |
| 2 | coins | Make u rich |
| 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?

