Game Design Document

Fill up the following document

1. Write the title of your project.

The Rocket Runner

1. What is the goal of the game?

The goal of the game is a rocket from india need to reach to mars

1. Write a brief story of your game.

The story is a rocket from India need to reach to mars as its mission.

The rocket is playing character. And there will many other rockets

and stars in the path to mars . The stars will be obstacles and the

some other country rockets will be the non playing character.

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 | Indian rocket Mission mars | This can go up, down,rigt(back)and left(straight) |
| 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 | China rocket | If the india rocket touches it the game should restart and the player will loose the points |
| 2 | America rocket | If the india rocket touches it the game should restart and the player will loose the points |
| 3 | England rocket | If the india rocket touches it the game should restart and the player will loose the points |
| 4 | Stars | If the india rocket touches it then the rocket will burn and the player will loose 1 point |
| 5 | fuel | If the indian rocket touches it 2 points will add |
| 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?

The game will be very engaging because the npc character will continously coming . there will be chance to loose or increase points . and the graphic of the game will alsobe interesting for both child and adult