Game Design Document

Fill up the following document

1. Road fighter
2. Reaching the end by dodging the obstacles and traffic.
3. You are driving on a road and there is a lot of traffic cars and obstacle in your way. You have to dodge the obstacles and reach then end by refueling your car so u don’t run out of fuel and collect out for some extra points.

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 | Player car | Control the car to dodge 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 | Traffic cars | Drives in your way |
| 2 | Rocks | Blocks your road lane |
| 3 | Coins | Gives extra points |
| 4 | Fuel | Refuels the car |
| 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.

A screenshot of a computer

Description automatically generated with medium confidence

How do you plan to make your game engaging?

By obstacles, images, scoring system, and movements of the cars.

By making it an infinite runner game.