Game Design Document

Fill up the Following document

1. Write the title of your project.

Mithu's Obstacle Run

1. What is the goal of the game?

To get to the end without losing all lives.

1. Write a brief story of your game?

A boy who was always brave always wanted to cross the path of

traps and prove other's that he was not just a normal boy. He trained

so much and was ready to cross the path. Will he make it or not?

1. Which are the playing characters of this game?

* Playing characters are the ones which 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 | Brave the boy | Can Run and Jump |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

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

* Non Playing characters are the ones which don't have an action or a behaviour 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 | Fire | Can reduce a life |
| 2 | Spikes | Can reduce a life |
| 3 | Cactus | Can reduce a life |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

How do you plan to make your game engaging?

You only have 5 lives, and there are different traps in different areas. So

It's not that easy and It's challenging.